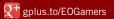


THE ESOTERIC ORDER OF GAMERS WWW.ORDEROFGAMERS.COM

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v2.2

Nov 2016

Game: AT-43

Publisher: Rackham Entertainment (2006)

KARMAN unit cards

- v1 Initial release
- v1.1 Trikes updated, Venerable and Saint stats corrected
- v1.2 Heroes updated with info on which units they can lead
- v1.3 K-Burner Mentor and Yeti units errors fixed.
- **v1.4** Updated K-Burner pics; fixed Arceo card. Easy and Thunder Trike cards fixed.
- v2 Added support teams
- v2.1 Incorrect name and symbol on Kongaroo card fixed
- v2.2 Added Darius cards

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

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

ONLY ONE PLATOON PATTERN CAN BE USED AT A TIME **ERNS** PATT ATOON <u>P</u> **RMAN** ₹

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). 0

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

A Soldier slot may be used to field a unit of Soldiers.
A Support unit slot may be used to field a Support unit.
An Infantry slot may be used to field either a unit of Soldier A Strider slot may be used to field a unit of Striders.
A Vehicle slot may be used to field a unit of Vehicles.

unit of Vehicles. a unit of St STANDARD ORGANIZATION KARMAN

Platoon Pattern

Infantry unit (*)! Infantry unit (***)

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

AFV unit (*)

AFV unit (*/**/***) or infantry unit (***)

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

All the Special Weapon Bearers in a unit must carry the

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 **ARCEO**



AFVs may be given the Take Cover! combat drill like infantry.

The maximum number of fighters in Type 1 and 2 infantry units is reduced by 1, with no change to the AP value. 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 AFV unit (*/**)

AFV unit (*/**)

AFV unit (*/**)

PLATOON PATTERN **FLUX**



Flux AFVs can control objectives.

After company building, your highest ranking officer must be the officer of an AFV unit.

Platoon Pattern

Infantry unit (***)!

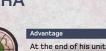
Infantry unit (**/***)

Infantry unit (*/**) or vehicle unit [*/**]

AFV unit (*/**)

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

PLATOON PATTERN LIBRA



At the end of his unit's activation, each medic can bring back into the game a soldier of his unit who was eliminated.

Disadvantage

All Karman units must include an officer.

Platoon Pattern

Infantry unit (*)!

Infantry unit (***)

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

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

AFV unit (*/**/***) or soldier unit (***)

PLATOON PATTERN NOVA



Each time your opponent spends leadership points, you can spend an equal number to cancel the effect he wishes to activate.

The choice of who goes first is always left to the opponent. When there are several Nova companies, the players need to agree on who begins.

Platoon Pattern

Infantry unit (*)!

Infantry unit (**)

Infantry unit (***) or vehicle (***)

AFV unit (*)

AFV unit (**)

+ GRENADES CORNELIUS VENERABLE

COUNT TOWARDS ITS NUMBER OF FIGHTERS OFFICER OF ANY WENDIGO UNIT ADDED TO UNIT DOES NOT COUNT TOWARDS ITS NUN

VENERABLE CORNELIUS

OFFICER (ADDED TO I DOES NOT (

OF ANY WENDIGO UNIT OUNIT COUNT TOWARDS ITS NUMBER OF FIGHTERS



CORNELIUS

6 9 0

6/1

6/1

1 5/1

5 4/0

5 4/0

0 1/0

Concentrate Fire! Cornelius gives this ability to all the

The player can re-roll all of the unit's failed damage (

the shooting by shouting Concentrate Fire!

tests once more. Announce the use of this ability before

>>>> VENERABLE

Standard Range

ZZ-Rifles 1

ZZ-Rifles 2

Equipment & Abilities

Wendigo units on his side.

Grenades

3

••0000

Indirect fire

ABOARD 'JINDO-UN'

ANUMAN **AFV UNIT**

SOLO,



FREEZER MENTOR

OFFICER OF ANY TYPE 1 SOLDIER UNIT ADDED TO UNIT DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS



SAINT ANUMAN

OFFICER OF ANY TYPE 1 SOLDIER UNIT ADDED TO UNIT DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS Standard Banged Equipment & Abilities terrain elements during movement. for the damage test is always 3+.

Jammer pistol 3 2/0 - 4+/1 Jammer Jetpack Rocket Jump: can jump over miniatures and Nova Jammer When a unit from Anuman's company eliminates an AFV using a Jammer weapon, the AFV is now controlled by Anuman's company in the state it was in before its last damage test. Only one enemy AFV can be controlled at a time. Heroic pilot's AFVs are immune. Jammer Can only target AFVs. The minimum result needed

ANUMAN

>>>> SAINT

Standard Ranged

Jammer pistol

Equipment & Abilities

Grenades

ANUMAN

3

6

3

6

Jammer

Indirect fire

>>>> SAINT

+ GRENADES ANOMAN SAINT

S ITS NUMBER OF OFFICER OF ANY TYPE 1 SOLDIER UNIT ADDED TO UNIT DOES NOT COUNT TOWARDS ITS NUMBER OI

FIGHTERS

Jetpack Rocket Jump: can jump over miniatures and terrain elements during movement. Nova Jammer When a unit from Anuman's company eliminates an AFV using a Jammer weapon, the AFV is now controlled by Anuman's company in the state it was in

3 2/0

1/0

4+/1

1 5/1

before its last damage test. Only one enemy AFV can be controlled at a time. Heroic pilot's AFVs are immune. Jammer Can only target AFVs. The minimum result needed for the damage test is always 3+.

For other Anuman equipment and abilities, see his card.

+ GRENADES **GURU LUCIUS**

OFFICER OF ANY TYPE 1 OR 2 INFANTRY UNIT ADDED TO UNIT DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHT

COUNT TOWARDS ITS NUMBER OF FIGHTERS

OFFICER OF ANY TYPE 1 OR 2 INFANTRY UNIT ADDED TO UNIT DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

GURU LUCIUS



DARIUS GUIDE

OFFICER OF ANY ANAKONGA UNIT ADDED TO UNIT DOES NOT COUNT TOWARDS ITS NUMB

ABOARD 'DIAMOND'

CUCIUS

UNIT COUNT TOWARDS ITS NUMBER OF FIGHTERS











0 9 0

1 6/0 - 5/1

6 1/0 - 10/1

2

6

••0000



6 9 8 0

4 4/0 - 6/1

6 1/0 - 10/1

2

••0000

KAPTAR INFANTRY STANDARD UNIT

ANAKONGA INFANTRY STANDARD UNIT

FIGHTERS INCLUDING -1 SPECIALIST + 0-1 OFFICER

FIGHTERS INCLUDING -1 SPECIALIST + 0-1 OFFICER

250 65 4 FIGHTERS EXTRA FIGHTER



ANAKONGA INFANTRY MAXIMUM UNIT FIGHTERS INCLUDING SPECIAL WEAPONS + 0-1

500 65 8 FIGHTERS EXTRA FIGHTER

∞ ∾

SPECIALIST + 0-1 OFFICER







FIGHTERS INCLUDING SPECIAL WEAPONS + 0-1 SPECIALIST + 0-1 OFFICER

500 65 8 FIGHTERS EXTRA FIGHTER



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••0000

6 9 8 0

4 4/1 - 5/1

7 1/0 - 10/1



9 🍪 😡

5 4/0 - 6/1

5 2/0 1 4/1 Indirect fire

••000

WENDIGO INFANTRY STANDARD UNIT

FIGHTERS INCLUDING -1 SPECIALIST + 0-1 OFFICER

FIGHTERS INCLUDING -1 SPECIALIST + 0-1 OFFICER INFANTRY NDARD UNIT

6 9 0 •0000 Standard Ranged 4 4/1 - 5/1 Jungle rifle Close Combat 7 1/0 - 10/1 4 FIGHTERS 300 EXTRA FIGHTER 70 Medic First Aid. Once per round save member of the unit. A medic cannot save himself. A medic who has taken damage points cannot use his ability for this salvo.

Jetpack Rocket Jump: can jump over miniatures and

terrain elements during movement.



WENDIGO INFANTRY MAXIMUM UNIT FIGHTERS INCLUDING SPECIAL WEAPONS + 0-1 ω α

500 60 ERS IGHTER 8 FIGHTER EXTRA FIC

SPECIALIST + 0-1 OFFICER

FIGHTERS INCLUDING SPECIAL WEAPONS + 0-1 SPECIALIST + 0-1 OFFICER യ വ







(-FIGHTER INFANTRY STD UNIT FIGHTERS INCLUDING 0-1 OFFICER

STANDARD 2 FIGHTERS

6 9 0 •0000 Standard Ranged 5 2/0 2+/1 Jammer 1 Jammer 5 2/0 - 2+/1 Jammer 2 Jammer Spr power grip 1 7 1/0 - 10/2 Spr power grip 2 7 1/0 10/2 Stability: not grounded when caught in the area of effect of an indirect fire weapon Hoist: when in contact with a low wall, it can be redeployed anywhere in contact (replacing close combat attacks).

K-FIGHTERS

OFFICERS A STANDARD FIGHTER K-FIGHTER (OFFICER REPLACES)



STD UNIT K-WARRIOR INFANTRY FIGHTERS INCLUDING 0-1 OFFICER

 \mathbf{Z}_{α}

STANDARD 2 FIGHTERS

450



OFFICERA STANDARD FIGHTER K-WARRIOR OFFICER REPLACES



OFFICERA STANDARD FIGHTER A STANDARD K-SHOOTER OFFICER REPLACES

K-SHOOTER

Spr power grip 1 7 1/0

Spr power grip 2 7 1/0

Equipment & Abilities as per unit

••0000

0

9 @

7 3/1 -

Concentrate Fire! Can re-roll all of the unit's failed damage

(a) tests once more. Announce by shouting 'Concentrate Fire!'

0

15/1

- 10/2

> MENTOR

ZZ-gun



STD UNIT C-SHOOTER INFANTRY FIGHTERS INCLUDING 0-1 OFFICER **Y** ~

വ 37 STANDARD 2 FIGHTERS

K-BURNER INFANTRY STD UNIT 2 FIGHTERS INCLUDING 0-1 OFFICER

STANDARD 2 FIGHTERS

375

K-FIGHTER OFFICER
OFFICER REPLACES A STANDARD FIGHTER

MENTOF			3		**
Standard Ranged	6		8	10	
Flamer 1 Flamer 2	[25] [25]	1/0 1/0	4 4	9/1 9/1	IF, Projection IF, Projection
Close Combat Spr power grip 1 Spr power grip 2	7 7	1/0 1/0	-	10/2 10/2	
quipment 8 Abilitie:	s as pe	runit		waters.	



ADDITIONAL EQUIPMENT & ABILITIES PLACE UNDER UNIT CARD / NOTE NEW COST OF EXTRA FIGHTERS



OFFICERA STANDARD VEHICLE TRIKE (EASY OFFICER!

> MENTOR Light jammer 1 5 2/0 - 2+/1 Jammer Light jammer 2 5 2/0 - 2+/1 Jammer Special Attack BBQ Attack Equivalent of running over infantry. Equipment & Abilities Vehicle Variable altitude; limited shooting arc. Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

TRIKE OFFICER REPLACES A STANDARD VEHICLE DIRT 1



EASY TRIKE AFV STANDARD UNIT 1TRIKE INCLUDING 0-1 OFFICER

250 250 1 VEHICLE EXTRA VEHICLE



DIRT TRIKE DIRT TRIKE AFV STANDARD UNIT 1TRIKE INCLUDING 0-1 OFFICER 30 9 10 6 Standard Ranged Light drum 5 4/0 - 8/1 cannon 1 175 175 Light drum cannon 2 5 4/0 - 8/1 Special Attack 1 VEHICLE EXTRA VEHICLE BBQ Attack Equivalent of running over infantry. Equipment & Abilities Vehicle Variable altitude; limited shooting arc. Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

DIRT TRIKE AFV MAXIMUM UNIT TRIKES INCLUDING 0-1 OFFICER DIRT TRIKE 3 TRIKES INCLUDIN

:ASY TRIKE AFV MAXIMUM UNIT

Шς

750 250

3 VEHICLES EXTRA VEHICLE

525 175 3 VEHICLES EXTRA VEHICLE 1



3 EASY TRIKES 6 Standard Ranged Light jammer 1 5 2/0 - 2+/1 Jammer Lightjammer 2 5 2/0 - 2+/1 Jammer Special Attack BBQ Attack Equivalent of running over infantry. Equipment & Abilities Vehicle Variable altitude; limited shooting arc. Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

TRIKE (EASY OFFICER!

OFFICERA STANDARD VEHICLE 0 **(** Standard Ranged Lt. ZZ-Cannon 8 2/1 - 15/1 Drum cannon 5 4/0 2 8/1 Special Attack BBQ Attack Equivalent of running over infantry. Equipment & Abilities Vehicle Variable altitude; limited shooting arc. Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

THUNDER TRIKE

MENTOR

OFFICER S A STANDARD VEHICLE TRIKE O DIRT T



THUNDER TRIKE AFV STANDARD UNIT 1TRIKE INCLUDING 0-1 OFFICER

1 VEHICLE EXTRA VEHICLE

250 250



DIRT TRIKE AFV STANDARD UNIT 1TRIKE INCLUDING 0-1 OFFICER 30 9 **6 9 6 0** Standard Ranged Lt. ZZ-Cannon 1 8 2/1 - 15/1 Lt. ZZ-Cannon 2 8 2/1 - 15/1 175 175 Special Attack BBQ Attack Equivalent of running over infantry. 1 VEHICLE EXTRA VEHICLE Equipment 8 Abilities Vehicle Variable altitude; limited shooting arc. Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

JUNGLE TRIKE

JIRT TRIKE AFV MAXIMUM UNIT TRIKES INCLUDING 0-1 OFFICER DIRT TRIKE 3 TRIKES INCLUDIN

6

10

3 VEHICLES EXTRA VEHICLE 1

525 175



AFV MAXIMUM UNIT THUNDER TRIKE AFV 3 TRIKES INCLUDING 0-1 OFFICER

3 VEHICLES ZETRA VEHICLE

3 THUNE	ER TRIK	ŒS *	THE STATE OF THE S
	30	9 1	2 6
Standard Ranged		©	
Lt. ZZ-Cannon	8 2/1 -	15/1	
Drum cannon	5 4/0 -	8/1	學以一種
Special Attack BBQ Attack Equi	valent of running	over infantr	y.
			No. of Concession, Name of Street, or other Persons, Name of Street, or ot
Equipment & Abilitie	The second second second second		
Equipment 8 Abilities Vehicle Variable a Antigrav Rocket terrain elements	altitude; limited : Jump: can jump	over miniatur	res and

JUNGLE BUGGY STANDARD UNIT 1 BUGGY INCLUDING 0-1 OFFICER

Standard Ranged

Lt. ZZ-Cannon 1

Lt. ZZ-Cannon 2

Lt. ZZ-Cannon 3

Equipment & Abilities

Special Attack

8 2/1

Lt. ZZ-Cannon 4 8 2/1 - 15/1

BBQ Attack Equivalent of running over infantry.

Vehicle Variable altitude; limited shooting arc.

terrain elements during movement.

Antigrav Rocket Jump: can jump over miniatures and

8 2/1

8 2/1

VEHICL

> MENTOR - 15/1 Lt. ZZ-Cannon 1 8 2/1 Lt. ZZ-Cannon 2 2/1 -15/1 2/1 - 15/1 Lt. ZZ-Cannon 3 Lt. ZZ-Cannon 4 8 2/1 - 15/1 Special Attack BBQ Attack Equivalent of running over infantry Equipment & Abilities Vehicle Variable altitude; limited shooting arc. Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement. JUNGLE BUGGY

◎ 9 ◎ 0 ...1 | **5**

- 15/1

- 15/1

- 15/1

JUNGLE BUGGY

BUGGY OFFICERLACES A STANDARD VEHICLE JUNG! OFFICER F

OFFICER A STANDARD VEHICLE **BUGGY** REPLACES A **Q** # KIN

Standard Ranged Lt. ZZ-Cannon 1 8 2/1 Lt. ZZ-Cannon 2 8 2/1 Light Flamer 1 [25] 1/0 4 9/1 Light Flamer 2 [25] 1/0 4 9/1 Special Attack BBQ Attack Equivalent of running over infantry. Equipment & Abilities Vehicle Variable altitude; limited shooting arc. Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

KING BUGGY

KING BUGGY

> MENTOR

KING BUGGY STANDARD UNIT 1 BUGGY INCLUDING 0-1 OFFICER

VEHICL

Standard Ranged Lt. ZZ-Cannon 1 8 2/1 Lt. ZZ-Cannon 2 8 2/1 - 15/1 Light Flamer 1 [25] 1/0 4 9/1 IF, Projection Light Flamer 2 [25] 1/0 4 9/1 IF, Projection Special Attack BBQ Attack Equivalent of running over infantry. Equipment & Abilities Vehicle Variable altitude; limited shooting arc. Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

IF, Projection

IF, Projection

STANDARD UNIT 0-1 BUGGY INCLUDING 0 KING 1

VEHICLI

1 THUNDER BUGGY Standard Ranged Lt. Drum cannon 1 5 4/0 Lt. Drum cannon 2 5 4/0 8/1 Lt. ZZ-Cannon 1 8 2/1 - 15/1 Lt. ZZ-Cannon 2 8 2/1 - 15/1 Special Attack BBQ Attack Equivalent of running over infantry. Equipment & Abilities Vehicle Variable altitude; limited shooting arc. Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

OFFICERSTANDARD VEHICLI **BUGGY**REPLACES A KING I



MAMMOTH OFFICER REPLACES A STANDARD VEHICLE

KING | OFFICER |

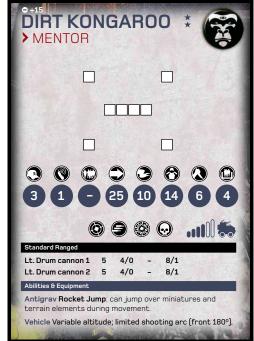
VEHICL

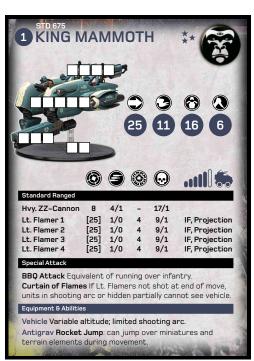
KING MAMMOTH ** >>> GURU 6 16 0 9 8 0 Standard Ranged Hvy. ZZ-Cannon 8 4/1 - 17/1 Lt. Flamer 1 1/0 4 9/1 IF, Projection [25] Lt. Flamer 2 1/0 4 9/1 IF, Projection Lt. Flamer 3 [25] 1/0 4 9/1 IF, Projection [25] 1/0 Lt. Flamer 4 4 9/1 IF, Projection Special Attack BBQ Attack Equivalent of running over infantry. Curtain of Flames If Lt. Flamers not shot at end of move, units in shooting arc or hidden partially cannot see vehicle. Vehicle Variable altitude; limited shooting arc. Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement

OFFICER DIRT KONGAROO VEHICLE OFFICER REPLACES A STANDARD FIGHTER

STD UNIT

DIRT KONGAROO VEHICLE LAMEL INCLUDING 0-1 OFFICER









KARMAN SUPPORT TEAMS

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

ANAKONGA FLAMER SUPPORT TEAM 2 FIGHTERS WITH 2 FLAMERS

2 FIGHTERS 150 EXTRA FIGHTER 75



KAPTAR ZZ SUPPORT TEAM 2 FIGHTERS WITH 2 ZZ-GUNS

2 FIGHTERS 150 EXTRA FIGHTER 75



ANAKONGA DRUM SUPPORT TEAM 2 FIGHTERS WITH 2 DRUM GUNS

2 FIGHTERS 125 EXTRA FIGHTER 65



KAPTAR SNIPER SUPPORT TEAM 2 FIGHTERS WITH 2 SNIPER GUNS

2 FIGHTERS 100 EXTRA FIGHTER 55

1	4				SUPPORT	>
						\
31				9		
		1	8	8	6 6	A
					-00	1.0
	0			(i)	••0000	1
Standard Ranged						
ZZ rifles	4	4/0	-	6/1		
Close Combat						
Power grip	6	1/0	-	10/1		
2 Special Wear	ons					
Sniper gun	9	2/0	-	9/1	Sniper	

APTAR SNIPER TEAM

KARMAN SUPPORT TEAMS

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

WENDIGO GRENADE SUPPORT TEAM 2 FIGHTERS WITH 2 FLAMERS

2 FIGHTERS 125 EXTRA FIGHTER 70



YETI ROCKET SUPPORT TEAM 2 FIGHTERS WITH 2 ROCKET LAUNCHERS

2 FIGHTERS 225 EXTRA FIGHTER 105

STD 225 . 105 2 YETI RO		ETTI	EAN	Л	SUPPORTTEAM
5			8	9	8 3 7 7
Standard Ranged		9		©	* []
Jungle rifle	4	4/1		5/1	Carlotte Control
Close Combat					
Power grip	7	1/0	-	10/1	
2 Special Weapon	ıs				
Rocket launcher	2	3/0		12/2	
Equipment		TO SECOND			
Jetpack Rocket J terrain elements					atures and
A SANAGE COM	-	Calabia		MINE	THE PARTY NAMED IN

WENDIGO DRUM SUPPORT TEAM 2 FIGHTERS WITH 2 DRUM GUNS

2 FIGHTERS 150 EXTRA FIGHTER 70



YETI FLAMER SUPPORT TEAM 2 FIGHTERS WITH 2 FLAMERS

2 FIGHTERS 150 EXTRA FIGHTER 80

