



# ONI PLATOON PATTERNS

ONLY ONE PLATOON PATTERN CAN BE USED AT A TIME

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

- 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 Soldiers or a Support unit.
- A **Strider** slot may be used to field a unit of Striders.
- A **Vehicle** slot may be used to field a unit of Vehicles.
- An **AFV** slot may be used to field either a unit of Striders or a unit of Vehicles.

## STANDARD ORGANIZATION ONI



### Platoon Pattern

Infantry unit (★ / ★★) !  
Infantry unit (all)  
Infantry unit (★ / ★★)  
AFV unit (all) or Infantry unit (★★)  
AFV unit (★★ / ★★★)

### General Notes

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 MERCFORCE



### Advantage

A MercForce company gains double the normal amount of RP.

### Disadvantage

Each objective controlled by a MercForce company earns the company one less VP (to a minimum of one).

### Platoon Pattern

Infantry unit (no zombies) (★★) !  
Infantry unit (no zombies) (★★)  
or AFV unit (★★)  
Infantry unit (★ / ★★)  
Infantry unit (★ / ★★★)  
AFV unit (all)

## PLATOON PATTERN R&D



### Advantage

Weapons of R & D's AFVs can continue to shoot even if their SP is zero.

### Disadvantage

Once per turn, each opponent can force the R & D player to re-roll one damage test. All of the dice for the current test are re-rolled, and the new dice results replace the old dice results.

### Platoon Pattern

AFV unit (★ / ★★) !  
Infantry unit (zombie) (★★★)  
or AFV unit (★★★)  
Infantry unit (★★ / ★★★)  
or AFV unit (★)  
Infantry unit (★ / ★★)  
or AFV unit (★)  
Infantry unit (★)  
or AFV unit (★★)

## ONI MERCENARIES

Any company from any army can recruit ONI platoons from the basic ONI platoon pattern, as follows:

**The odd platoons**, beginning with the first, adhere to the platoon pattern of the company and are recruited from the original army's fighters (Red Blok, UNA, etc).

**The even platoons**, beginning with the second, adhere to the generic platoon pattern for ONI and are recruited from ONI fighters only.

## PLATOON PATTERN V-SWAT



### Advantage

The units of a V-SWAT company cannot be designated as targets of **Overwatch!** fire.

### Disadvantage

A V-SWAT company loses the game if during any Control Phase (starting with the fourth) it has fewer VP than the opposing army. If the game consists of more than 2 players, the V-SWAT company retreats from the battlefield and its units are removed from play.

### Platoon Pattern

Infantry unit (zombie) (★★ / ★★★) !  
Infantry unit (★★ / ★★★)  
Infantry unit (zombie) (★ / ★★)  
Infantry unit or AFV unit (★ / ★★)  
Infantry unit or AFV unit (★ / ★★★)

**SAMURAI B. SAMEDI**

OFFICER OF ANY SUPER ZOMBIE UNIT  
ADDED TO UNIT  
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

○ 70 OFFICER OF ANY SUPER ZOMBIE UNIT

## B. SAMEDI

### > SAMURAI

1

3

1

14

-

5

4

#### Standard Ranged

Zombie gun 1	3	1/1	3	4/1	Contamination Indirect fire
Zombie gun 2	3	1/1	3	4/1	Contamination Indirect fire

#### Equipment & Abilities

**Zombie Syndrome** A shooting unit must spend 1 LP to shoot at a unit of super zombies (whether led by Samedi or not).

**DAIMYO J. PRIEST**

OFFICER OF ANY INFANTRY UNIT

**70 OFFICER OF ANY INFANTRY UNIT**

# J. PRIEST

## DAIMOY

**Standard Ranged**

Laser rifle    5    1/0    -    5/1

**Equipment & Abilities**

**Cog Force Field** When unit is issued **Take Cover!** combat drill, always granted cover (cover tests successful on 3-6)

# SHOGUN NATALYA 'BOKOR' BOKOV

OFFICER OF ANY ONI KORPS UNIT

130 OFFICER OF ANY ONI KORPS UNIT

NATALYA 'BOKOR' BOKOV

SHOGUN

Standard Ranged

Sniper rifle 10 1/0 - 8/1 Sniper

Equipment & Abilities

Infrared Goggles **Detection.** Ignore enemy **Stealth** ability.

Interference Declare unit is activated. Select a card in opponent's sequence without looking at it and place it wherever you want within the activation sequence.

VIRUS ZOMBIE 'CONTAMINATOR'  
INFANTRY STANDARD UNIT  
8 FIGHTERS

8 FIGHTERS 175  
EXTRA FIGHTER 20

STD 175 . 20/

8 VIRUS ZOMBIES  
'CONTAMINATOR'

14 - 4 4

Close Combat

Claws & fangs 1 4 1/0 - 5/1

Claws & fangs 2 4 1/0 - 5/1

Equipment & Abilities

Zombie Syndrome

A shooting unit must spend 1 LP to shoot at a unit of super zombies.

Bio-Contaminator

**Contamination:** Any enemy fighter eliminated returns to play as a Contaminator virus zombie.

VIRUS ZOMBIE 'CONTAMINATOR'  
INFANTRY MAXIMUM UNIT  
12 FIGHTERS

8 FIGHTERS 250  
EXTRA FIGHTER 20

MAX 250 . 20/

12 VIRUS ZOMBIES  
'CONTAMINATOR'

14 - 4 4

Close Combat

Claws & fangs 1 4 1/0 - 5/1

Claws & fangs 2 4 1/0 - 5/1

Equipment & Abilities

Zombie Syndrome

A shooting unit must spend 1 LP to shoot at a unit of super zombies.

Bio-Contaminator

**Contamination:** Any enemy fighter eliminated returns to play as a Contaminator virus zombie.

VIRUS ZOMBIE 'DETONATOR'  
INFANTRY STANDARD UNIT  
8 FIGHTERS

8 FIGHTERS 175  
EXTRA FIGHTER 20

STD 175 . 20/

8 VIRUS ZOMBIES  
'DETONATOR'

14 - 4 4

Close Combat

Claws & fangs 1 4 1/0 - 5/1

Claws & fangs 2 4 1/0 - 5/1

Equipment & Abilities

Zombie Syndrome

A shooting unit must spend 1 LP to shoot at a unit of super zombies.

Bio-Explosive

**Autodestruct:** One or more fighters may be sacrificed during the unit's activation. The explosion has area of effect of 2, centered on each of the sacrificed fighters, and a Penetration/Damage of 12/1.

VIRUS ZOMBIE 'DETONATOR'  
INFANTRY MAXIMUM UNIT  
12 FIGHTERS

8 FIGHTERS 250  
EXTRA FIGHTER 20

MAX 250 . 20/

12 VIRUS ZOMBIES  
'DETONATOR'

14 - 4 4

Close Combat

Claws & fangs 1 4 1/0 - 5/1

Claws & fangs 2 4 1/0 - 5/1

Equipment & Abilities

Zombie Syndrome

A shooting unit must spend 1 LP to shoot at a unit of super zombies.

Bio-Explosive

**Autodestruct:** One or more fighters may be sacrificed during the unit's activation. The explosion has area of effect of 2, centered on each of the sacrificed fighters, and a Penetration/Damage of 12/1.

**SUPER ZOMBIE 'REANIMATED'**  
OFFICER REPLACES A STANDARD FIGHTER


○ +10


# SUPER ZOMBIE


## 'REANIMATOR ALPHA'

➤ SAMURAI


★★








  
1


  
2





  
1


  
14

  
-

  
5

  
5



Standard Ranged				
Autoshotgun	3	1/1	-	5/1
Close Combat				
Buzzsaw	4	1/1	-	7/1

Equipment as per unit

○ +15

# SUPER ZOMBIE

## 'REANIMATOR ALPHA'

» BUSHI



★ ★



2

2

2

14

-

5

5








Standard Ranged				
Autoshotgun	3	1/1	-	5/1
Close Combat				
Buzzsaw	4	1/1	-	7/1

Equipment as per unit

+25

# SUPER ZOMBIE 'REANIMATOR ALPHA'

★★★

▶▶▶ SHOMYO

3	4	2
14	-	5

Standard Ranged					
Autoshotgun	3	1/1	-	5/1	

Close Combat					
Buzzsaw	4	1/1	-	7/1	

Equipment as per unit

☉ +40

# SUPER ZOMBIE

## 'REANIMATOR ALPHA'

▶▶▶ DAIMYO

★★





  
5

  
6

  
3

  
14

  
-

  
5

  
5







	Melee	Ranged	Special	Status
Standard Ranged				
Autoshotgun	3	1/1	-	5/1
Close Combat				
Buzzsaw	4	1/1	-	7/1

Equipment as per unit

☉ +60

# SUPER ZOMBIE

## 'REANIMATOR ALPHA'

### SHOGUN

★★





		
5	9	3
		
14	-	5









Standard Ranged				
Autoshotgun	3	1/1	-	5/1
Close Combat				
Buzzsaw	4	1/1	-	7/1

Equipment as per unit

SUPER ZOMBIE 'REANIMATOR BETA' OFFICERS  
OFFICER REPLACES A STANDARD FIGHTER

+10

SUPER ZOMBIE  
'REANIMATOR BETA'

> SAMURAI

1

2

1

14

-

5

5

Standard Ranged

Autoshotgun 1

3

1/1

-

5/1

Autoshotgun 2

3

1/1

-

5/1

Equipment as per unit

+15

SUPER ZOMBIE  
'REANIMATOR BETA'

>> BUSHI

2

2

2

14

-

5

5

Standard Ranged

Autoshotgun 1

3

1/1

-

5/1

Autoshotgun 2

3

1/1

-

5/1

Equipment as per unit

+25

SUPER ZOMBIE  
'REANIMATOR BETA'

>>> SHOMYO

3

4

2

14

-

5

5

Standard Ranged

Autoshotgun 1

3

1/1

-

5/1

Autoshotgun 2

3

1/1

-

5/1

Equipment as per unit

+40

SUPER ZOMBIE  
'REANIMATOR BETA'

>>>> DAIMYO

5

6

3

14

-

5

5

Standard Ranged

Autoshotgun 1

3

1/1

-

5/1

Autoshotgun 2

3

1/1

-

5/1

Equipment as per unit

+60

SUPER ZOMBIE  
'REANIMATOR BETA'

>>>>> SHOGUN

5

9

3

14

-

5

5

Standard Ranged

Autoshotgun 1

3

1/1

-

5/1

Autoshotgun 2

3

1/1

-

5/1

Equipment as per unit

SUPER ZOMBIE 'REANIMATOR ALPHA'  
INFANTRY **MAXIMUM UNIT**

12 TROOPERS INCLUDING  
2 SPECIAL WEAPONS + 2 SPECIALISTS + 0-1 OFFICER

12 FIGHTERS 475  
EXTRA FIGHTER 40

MAX 475 . 40/

12


SUPER ZOMBIE  
'REANIMATOR ALPHA'

★ ★





14 - 5 4



Standard Ranged				
Autoshotgun	3	1/1	-	5/1
Close Combat				
Buzzsaw	4	1/1	-	7/1
2 Special Weapons				
Zombie gun	3	1/1	3	4/1 Contamination Indirect fire

2 Specialists

**Medic First Aid.** Once per round save member of the unit.  
**Zombie Master Contamination** to all weapons of this unit.  
Eliminated enemies return as virus zombies in a new unit.

SUPER ZOMBIE 'REANIMATOR ALPHA'  
INFANTRY **STANDARD UNIT**

6 TROOPERS INCLUDING  
1 SPECIAL WEAPON + 1 SPECIALIST + 0-1 OFFICER

8 FIGHTERS 225  
EXTRA FIGHTER 40


STD 225 . 40/

6


SUPER ZOMBIE  
'REANIMATOR ALPHA'

★ ★





14 - 5 4



Standard Ranged				
Autoshotgun	3	1/1	-	5/1
Close Combat				
Buzzsaw	4	1/1	-	7/1
1 Special Weapon				
Zombie gun	3	1/1	3	4/1 Contamination Indirect fire

1 Specialist

**Medic First Aid.** Once per round save member of the unit.  
**Zombie Master Contamination** to all weapons of this unit.  
Eliminated enemies return as virus zombies in a new unit.

SUPER ZOMBIE 'REANIMATOR BETA'  
INFANTRY **MAXIMUM UNIT**

12 TROOPERS INCLUDING  
2 SPECIAL WEAPONS + 2 SPECIALISTS + 0-1 OFFICER

12 FIGHTERS 450  
EXTRA FIGHTER 35

MAX 450 . 35/

12

SUPER ZOMBIE  
'REANIMATOR BETA'

★ ★





14 - 5 4



Standard Ranged				
Autoshotgun 1	3	1/1	-	5/1
Autoshotgun 2	3	1/1	-	5/1
2 Special Weapons				
Mortar gun	4	1/0	4	6/1 Indirect fire

2 Specialists

**Medic First Aid.** Once per round save member of the unit.  
**Z-Demolitionist Explosives** Once per round, specialist can inflict one damage point to a fighter or terrain element in contact with him.

SUPER ZOMBIE 'REANIMATOR BETA'  
INFANTRY **STANDARD UNIT**

6 TROOPERS INCLUDING  
1 SPECIAL WEAPON + 1 SPECIALIST + 0-1 OFFICER

8 FIGHTERS 225  
EXTRA FIGHTER 35

STD 225 . 35/

6

SUPER ZOMBIE  
'REANIMATOR BETA'

★ ★





14 - 5 4



Standard Ranged				
Autoshotgun 1	3	1/1	-	5/1
Autoshotgun 2	3	1/1	-	5/1
1 Special Weapon				
Mortar gun	4	1/0	4	6/1 Indirect fire

1 Specialists

**Medic First Aid.** Once per round save member of the unit.  
**Z-Demolitionist Explosives** Once per round, specialist can inflict one damage point to a fighter or terrain element in contact with him.



ONI KORPS TH  
➤ SAMURAI

	1	2	1
	14	5	5
			4

Standard Ranged  
 Sonic rifle      5    1/1    -    5/1

Cloze Combat  
 Combat knife    5    1/0    -    3/1


Equipment as per unit

● +15


# ONI KORPS TH


## » BUSHI

★★











2

2

2






14

5

5

4








Standard Ranged				
Sonic rifle	5	1/1	-	5/1
Close Combat				
Combat knife	5	1/0	-	3/1

Equipment as per unit

**+25**

# ONI KORPS TH

## >>> SHOMYO

(Head)	(Hand)	(Group)
3	4	2
(Arrow Right)	(Hand Left)	(Person)
14	5	5
		4

Standard Ranged				
Sonic rifle	5	1/1	-	5/1
Close Combat				
Combat knife	5	1/0	-	3/1

Equipment as per unit

**ONI KORPS TH**

**>>> DAIMYO**

★ ★

5	6	3	
14	5	5	4

Standard Ranged

Weapon	Cost	Range	Damage	Special
Sonic rifle	5	1/1	-	5/1

Close Combat

Weapon	Cost	Range	Damage	Special
Combat knife	5	1/0	-	3/1

Equipment as per unit

+60

# ONI KORPS TH

## >>>> SHOGUN

	5	9	3
	14	5	5
			4

Standard Ranged				
Sonic rifle	5	1/1	-	5/1

Close Combat				
Combat knife	5	1/0	-	3/1

Equipment as per unit

ONI KORPS UN INFANTRY  
STANDARD UNIT  
6 TROOPERS INCLUDING  
1 SPECIAL WEAPON + 0-1 OFFICER

6 FIGHTERS 200  
EXTRA FIGHTER 30

STD 200 . 30/

6 ONI KORPS UN

14554

Standard Ranged			
Laser rifle	5	1/0	5/1
Close Combat			
Combat knife	5	1/0	3/1
1 Special Weapon			
Laser gun	8	1/1	14/1
1 Specialist			
<p><b>Medic First Aid.</b> Once per round save member of the unit.</p> <p><b>Mechanic Repair.</b> At the beginning or end of his unit's activation can repair a friendly AFV within 2.5cm (including his own). The AFV regains 1 SP in a desired location, and a destroyed location may be chosen.</p>			
Equipment			
Triple Lens Helmet Ignore enemy <b>Stealth</b> ability.			

ONI KORPS TH INFANTRY  
STANDARD UNIT  
6 TROOPERS INCLUDING  
1 SPECIAL WEAPON + 0-1 OFFICER

6 FIGHTERS 200  
EXTRA FIGHTER 30

STD 200 . 30/

6 ONI KORPS TH

14554

Standard Ranged			
Sonic rifle	5	1/1	5/1
Close Combat			
Combat knife	5	1/0	3/1
1 Special Weapon			
Sonic gun	5	3/0	8/1
1 Specialist			
<p><b>Medic First Aid.</b> Once per round save member of the unit.</p> <p><b>Mechanic Repair.</b> At the beginning or end of his unit's activation can repair a friendly AFV within 2.5cm (including his own). The AFV regains 1 SP in a desired location, and a destroyed location may be chosen.</p>			
Equipment			
Triple Lens Helmet Ignore enemy <b>Stealth</b> ability.			

ONI KORPS UN INFANTRY  
STANDARD UNIT  
12 TROOPERS INCLUDING  
2 SPECIAL WEAPONS + 2 SPECIALISTS + 0-1 OFFICER

12 FIGHTERS 425  
EXTRA FIGHTER 30

MAX 425 . 30/

12 ONI KORPS UN

14554

Standard Ranged			
Laser rifle	5	1/0	5/1
Close Combat			
Combat knife	5	1/0	3/1
2 Special Weapons			
Laser gun	8	1/1	14/1
2 Specialists			
<p><b>Medic First Aid.</b> Once per round save member of the unit.</p> <p><b>Mechanic Repair.</b> At the beginning or end of his unit's activation can repair a friendly AFV within 2.5cm (including his own). The AFV regains 1 SP in a desired location, and a destroyed location may be chosen.</p>			
Equipment			
Triple Lens Helmet Ignore enemy <b>Stealth</b> ability.			

ONI KORPS TH INFANTRY  
STANDARD UNIT  
12 TROOPERS INCLUDING  
2 SPECIAL WEAPONS + 2 SPECIALISTS + 0-1 OFFICER

12 FIGHTERS 400  
EXTRA FIGHTER 30

MAX 400 . 30/

12 ONI KORPS TH

14554

Standard Ranged			
Sonic rifle	5	1/1	5/1
Close Combat			
Combat knife	5	1/0	3/1
2 Special Weapon			
Sonic gun	5	3/0	8/1
2 Specialists			
<p><b>Medic First Aid.</b> Once per round save member of the unit.</p> <p><b>Mechanic Repair.</b> At the beginning or end of his unit's activation can repair a friendly AFV within 2.5cm (including his own). The AFV regains 1 SP in a desired location, and a destroyed location may be chosen.</p>			
Equipment			
Triple Lens Helmet Ignore enemy <b>Stealth</b> ability.			

ZOMBIE TACARMA 'ALPHA' STD UNIT  
3 FIGHTERS  
300  
EXTRA FIGHTER 95

MAX 300 . 95/

3

TACARM ALPHA ZOMBIES

★★

14

-

9

5

Standard Ranged

Laser gun	7	1/1	-	14/1
Zombie gun	3	1/1	3	4/1

Indirect fire

Equipment & Abilities

Zombie Syndrome  
A shooting unit must spend 1 LP to shoot at a unit of super zombies.

Zombie Gun  
**Contamination:** Any enemy fighter eliminated returns to play as a Contaminator or Detonator virus zombie.

ZOMBIE TACARMA 'ALPHA' OFFICER  
OFFICER REPLACES A STANDARD FIGHTER

TACARM ALPHA ZOMBIES

★★

> SAMURAI

1

2

1

14

-

9

5

Standard Ranged

Laser gun	7	1/1	-	14/1
Zombie gun	3	1/1	3	4/1

Indirect fire

Equipment as per unit

ZOMBIE TACARMA 'BETA' STD UNIT  
3 FIGHTERS  
350  
EXTRA FIGHTER 115

MAX 350 . 115/

3

TACARM BETA ZOMBIES

★★

14

-

9

5

Standard Ranged

Laser gun	7	1/1	-	14/1
Sonic gun	4	3/0	-	8/1

Equipment & Abilities

Zombie Syndrome  
A shooting unit must spend 1 LP to shoot at a unit of super zombies.

ZOMBIE TACARMA 'BETA' OFFICER  
OFFICER REPLACES A STANDARD FIGHTER

TACARM BETA ZOMBIES

★★

> SAMURAI

1

2

1

14

-

9

5

Standard Ranged

Laser gun	7	1/1	-	14/1
Sonic gun	4	3/0	-	8/1

Equipment as per unit

ZOMBIE TACARMA 'GAMMA' STD UNIT  
3 FIGHTERS  
350  
EXTRA FIGHTER 115

MAX 350 . 115/

3

TACARM GAMMA ZOMBIES

★★

14

-

9

5

Standard Ranged

Laser gun	7	1/1	-	14/1
Mortar gun	4	1/0	4	6/1

Indirect fire

Equipment & Abilities

Zombie Syndrome  
A shooting unit must spend 1 LP to shoot at a unit of super zombies.

ZOMBIE TACARMA 'GAMMA' OFFICER  
OFFICER REPLACES A STANDARD FIGHTER

TACARM GAMMA ZOMBIES

★★

> SAMURAI

1

2

1

14

-

9

5

Standard Ranged

Laser gun	7	1/1	-	14/1
Mortar gun	4	1/0	4	6/1

Indirect fire


Equipment as per unit

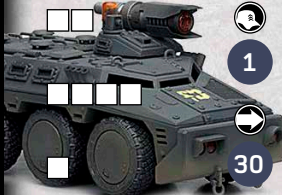
OFFICER REPLACES A STANDARD VEHICLE


15

# LIGHT DESTROYER ★


## ➤ SAMURAI






1


2


1


30


7


11


5


1


1

1

1

1




  

1

**Standard Ranged**

Medium

Laser cannon      8      2/1      -      15/1

**Equipment & Abilities**

**Mechanic Repair** At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.

**Vehicle** Firing arc is front 180° from middle of vehicle.

**○ 15**

# LIGHT ENFORCER ★

## > SAMURAI



[ ] [ ]			
	1	2	1
[ ] [ ] [ ] [ ]			
[ ]	30	7	11
			5

**Standard Ranged**

Dual light MG      4      6/0      -      7/1

**Equipment & Abilities**

**Mechanic Repair** At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.

**Vehicle** Firing arc is front 180° from middle of vehicle.

1 LIGHT ENFORCER INCLUDING 0-1 OFFICER

1 VEHICLE 175  
EXTRA VEHICLE 175

**1 LIGHT ENFORCER INCLUDING 0-1 OFFICER**

3 VEHICLES 725  
EXTRA VEHICLE 175

MAX 725 / 175/

**4 LIGHT DESTROYERS** ★

30

7

11

5

**Standard Ranged**

<b>Medium</b>					
<b>Laser cannon</b>	8	2/1	-	15/1	

**Equipment & Abilities**

**Mechanic Repair** At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.

**Vehicle** Firing arc is front 180° from middle of vehicle.

MAX 700 / 175/

**4 LIGHT ENFORCERS** ★

30

7

11

5

**Standard Ranged**

Dual light MG

4

6/0

-

7/1

**Equipment & Abilities**

**Mechanic Repair** At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.

**Vehicle** Firing arc is front 180° from middle of vehicle.

The image displays four cards for Medium Destroyer units, each with a unique icon set and stats. The cards are arranged in a 2x2 grid. Each card features a unit image, a grid of icons, a table of stats, and equipment slots.

- Samurai (Cost 15):** Icons include a shield, a sword, and a group of three. Stats: 1, 2, 1, 30, 7, 14, 5. Equipment: Standard Ranged, Medium graser, 7, 2/0, -, 15/2.
- Bushi (Cost 25):** Icons include a shield, a sword, and a group of three. Stats: 2, 2, 2, 30, 7, 14, 5. Equipment: Standard Ranged, Medium graser, 7, 2/0, -, 15/2.
- Shomyo (Cost 45):** Icons include a shield, a sword, and a group of three. Stats: 3, 4, 2, 30, 7, 14, 5. Equipment: Standard Ranged, Medium graser, 7, 2/0, -, 15/2.
- Daimyo (Cost 90):** Icons include a shield, a sword, and a group of three. Stats: 5, 6, 3, 30, 7, 14, 5. Equipment: Standard Ranged, Medium graser, 7, 2/0, -, 15/2.
- Shogun (Cost 105):** Icons include a shield, a sword, and a group of three. Stats: 5, 9, 3, 30, 7, 14, 5. Equipment: Standard Ranged, Medium graser, 7, 2/0, -, 15/2.

## MEDIUM DESTROYER STD UNIT

1 MEDIUM DESTROYER INCLUDING 0-1 OFFICER

1 VEHICLE 175

EXTRA VEHICLE 175

STD 315 .315/

1

# MEDIUM DESTROYER

30

7

14

5

Standard Ranged

Medium graser

7

2/0

-

15/2

## Equipment & Abilities

**Mechanic Repair** At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.

**Vehicle** Firing arc is front 180° from middle of vehicle.

## HEAVY BATTLETANK OFFICER

**HEAVY BATTLETANK OFFICER**  
OFFICER REPLACES A STANDARD VEHICLE

## HEAVY BATTLETANK STANDARD UNIT

1 HEAVY BATTLETANK INCLUDING 0-1 OFFICER

1 VEHICLE 525

EXTRA VEHICLE 525

STD 525.525/

1 HEAVY BATTLETANK

25 7 16 5

Standard Ranged

Hvy maser cannon 7 2/1 - 17/3 Maser effect

Equipment & Abilities

**Mechanic Repair** At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.

**Vehicle** Firing arc is front 180° from middle of vehicle.

**MEDIUM ENFORCER OFFICER**  
OFFICER REPLACES A STANDARD VEHICLE

**MEDIUM ENFORCER** ★★

> **SAMURAI**

**Standard Ranged**

Light dual MG	4	6/0	-	7/1
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**Equipment & Abilities**

- Mechanic Repair:** At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.
- Vehicle:** Firing arc is front 180° from middle of vehicle.
- Closed Transport:**

**MEDIUM ENFORCER STANDARD UNIT**  
1 MEDIUM ENFORCER INCLUDING 0-1 OFFICER

1 MEDIUM ENFORCER INCLUDING 0-1 OFFICER

1 VEHICLE 375

EXTRA VEHICLE 375

STD 375 . 375/

1 MEDIUM ENFORCER

30 7 13 5 12

Standard Ranged

Dual light MG 4 6/0 - 7/1

Equipment & Abilities

**Mechanic Repair** At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.

**Vehicle Firing arc** At front 180° from middle of vehicle.

**Closed Transport**

## ONI MEDTEC

MedTec containers are a secondary objective with no VPs or RPs.

When a MedTec team enters the battlefield, the container and 2 high walls (Size 2) are parachuted in after the unit's movement (but after possible overwatch fire), out of contact with any miniature. If there is not enough room, the MedTec unit stays in reserve (you can choose not to deploy the walls).

A MedTec unit must always take part in the control of its container; if they lose control of the container, the miniatures and terrain are removed from the game.

**A MedTec unit can fill a Type 2 infantry slot in any company**, regardless of origin. The medical assistance is available to all armies, Cogs and Therians included.

**MEDTEC UNIT**  
**3 MEDTEC INCLUDING 3 SPECIALISTS**  
**1 VEHICLE 175**  
**EXTRA VEHICLE 175**

STD 75 . 25 /

3 MEDTEC

★★★

14

5

5

4

Field Hospital

ER: use is declared once per round during the activation of a friendly infantry unit in contact with the hospital. One of the unit's fighters comes back into the game.

Specialists

**Medic First Aid.** The 2 nurses and the medic have this ability. Once per round they can each save a member of their unit or a member of a unit in contact. The player shouts "Medic!" to announce the use of this ability 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.