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## v2.2

Jan 2017

Game: $\quad$ 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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STAR TROOPER INFANTRY
STANDARD UNIT
1 SPECIAL WEAPON + 0-2 SPECIALISTS + 0-1 OFFICER

MAXIMUM UNIT
12 TROOPERS INCLUDING
2 SPECIAL WEAPONS $+0-2$ SPECIALISTS + 0-1 OFFICER
STAR TROOPER INFANTRY
MAXIMUM UNIT


STEEE TROOPER INFANTRY
1 SPECIAL WEAPON + 0-2 SPECIALISTS + 0-1 OFFICER


9 TROOPERS INCLUDING
2 SPECIAL WEAPONS $+0-2$ SPECIALISTS $+0-1$ OFFICER


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 che beginning or end of his unit's tivation can repair 1 SP of a friendly AFV within 2.5 cm .


WING TROOPERINFANTRY
STANDARD UNIT
1 SPECIAL WEAPON + 0-2 SPECIALISTS + 0-1 OFFICER

9 TROOPERS INCLUDING
2 SPECIAL WEAPONS $+0-2$ SPECIALISTS $+0-1$ OFFICER



ADDITIONAL EQUIPMENT
PLACE UNOER UNTT CARO / NOTE NEW COST OF EXTRA FIGhTERS








DEATH DEALER INFANTRY STD UNIT




[^0]


| Standard Ranged |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
| Lt laser cannon 1 | 8 | $1 / 1$ | - | $14 / 1$ |

Lt laser cannon 2 8 $1 / 1$ - $14 / 1$

(3) 9 (3) ( $(1)$ noll fin


FIRE TOAD AFV STANDARD UNIT


FIRE TOAD AFV MAXIMUM UNIT $\substack{\text { 3AFVS } \\ \text { EXTRAFV } \\ \\ 200 \\ 200}$



| 200 |
| :--- |
| 200 |


(3) (3) (3) (a) 10001 H


FIRE TOAD OFFICER
OFFICER REPLACES A STANDARD


FIRE TOAD AFV STANDARD UNIT


FIRE TOAD AFV MAXIMUM UNIT $\begin{array}{ll}3 \text { 3AFVs } & 450 \\ \text { EXTRA AFV } & 150\end{array}$

Standerar fangeas
Light grenade
launcher 1
launcher 1
Light grenade
launcher 2
$\begin{array}{lll}1 / 0 & 3 & 5 / 1\end{array}$
launcher
$\begin{array}{llll}4 / 0 & 3 & 5 / 1\end{array}$ 1 FIRE TOAD INCLUDING 0-1 OFFICER
$\left.\begin{array}{ll}1 \text { AFV } & 150 \\ \text { EXTRA AFV } & 150\end{array}\right)$ 1 FIRE TOAD INCLUDING 0-1 OFFICER
$\left.\begin{array}{ll}1 \text { AFV } & 150 \\ \text { EXTRA AFV } & 150\end{array}\right)$


DEFENDER SNAKE AFV STD UNIT


DEFENDER SNAKE AFV STD UNIT



MAPC DEFENDER
MID 'CAMEN'D2
$>$ SERGEANT CAMEL D2 VEHICLE OFFICER
OFFICER REPLACES A STANDARD FIGHTER
$\square$
$\square \square \square \square$
(3) (2) (2) (3) (3) (a) (4)
(3) 9 (3) ( $)^{\circ}$. 1100 复


CAMEL D2 VEHICLE STANDARD UNIT

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



STAR MISSILE SUPPORT TEAM 2FIGHTERS 100
EXTRA FIGHTER 45


UNA SUPPORT TEAMS ADDITIONAL EQUIPMENT OPTIONS

| ADDITIONAL EQUIPMENT OPTIONS SUPPORTTEAMS <br> + GRENADES <br> + TRIPLE LENSE HELMETS |  | ADDITIONAL EQUIPMENT OPTIONS SUPPORTTEAMS + tTAIPLE LENSE HELMETS |  | ADDITIONAL EQUIPMENT OPTIONS SUPPORTTEAMS + grenades |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| STAR FLAMER TEAM | +20 | (2) STAR AREARAMER | +10 |  | +10 |
| (2) STAR M | +15 | 2 STAR MG TEAM | +10 | (2) STAR M | 10 |
|  | +20 |  | +10 |  | +10 |
|  | +20 |  | +10 |  | +10 |
| (2) STECELAL MGG TEAM | +20 |  | +10 | (2) STELELAL MGG | +10 |
|  | +20 |  | +10 |  | +10 |
|  | +20 |  | +10 |  |  |
| Watilera | +20 |  | +10 |  | +10 |
| (2) WING MISSILE TEAM | $+20$ | (2) WING MISIILE TEAM | +10 | (2) WING MISSILE TEAI | $+10$ |
| $\text { (6) } 9 \text { 웅 }$ |  |  |  | (6) 9 ) ${ }^{3}$ (3) |  |
| ADDITIONALEQUIPMENT OPTIONS SUPPORTTEAMS + GRENADES <br> + TRIPLE LENSE HELMETS |  | ADDITIONALEQUIPMENT OPTIONS SUPPORT TEAMS +TRIPLE LENSE HELMETS |  | ADDITIONAL EQUIPMENT OPTIONS SUPPORTTEAMS + GRENADES |  |
|  | +20 | (2) STAR | +10 |  | +10 |
|  | +15 | (2) STAR MAGAGMEAM | +10 |  | +10 |
|  | +20 |  | +10 |  | +10 |
|  | +20 |  | +10 |  | +10 |
|  | +20 |  | +10 |  | -10 |
|  | +20 |  | +10 |  | +10 |
|  | 20 |  | +10 |  | +10 |
|  | +20 |  | 10 |  | +10 |
| (2) WING MISSILE TEAM | $+20$ | (2) WING MISILLE TEAM | $+10$ | (2) WING MISTILE TEAM | $10$ |
| (6) 9 (3) ${ }^{(8)}$ |  |  |  | (3) 9 (3) |  |





STAR BUNKER TEAM STANDARD
TROOPERS: 2 SPECIAL WPN BEARERS (MISSILE OR FLAMER) 2 FIGHTERS 75+25
EXTRA FIGHTER -




[^1]

STAR BUNKER TEAM MAXIMUM
6TROOPRS: S SPECIAL WPN BEARERS (MISSILE LAUNCHER)
$+0-2$ FIELD ENGINEERS $+0-2$ MEDICS $+0-1$ OFFICER 6 FIGHTERS 200+25
EXTRA FIGHTER -
6 SUNKER TEAM
STAR TROOPERS




[^0]:    FIRE TOAD AFV MAXIMUM UNIT
    움

[^1]:    STAR BUNKER TEAM MAXIMUM
    STROOPERS: 3 SPECIAL WPN BEARERS (VOLCANOMG)
    $+0-2$ FIELD ENGINEERS $+0-2$ MEDICS $+0-1$ OFFICER
    움

