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THE ESOTERIC ORDER OF GAMERS

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I'm Peter (Universal Head). For 10 years I've been hosting **my famous rules summaries** and **entertaining, informative videos** about games on the EOG.

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v2

Feb 2020

Game: **AT-43**

Publisher: **Rackham Entertainment (2006)**

COGS unit cards

v1   Initial release

v1.1   Stalker images added

v1.2   Cog officer cards fixed

v2   Added summary sheets and changed to layout to fit on fewer sheets. Fixed support and bunker teams. Prowler (3) card fixed. Updated missing images for unreleased models and AFVs and fixed images for 3 team cards. Fixed all instances of Auto Repair.

COGS

HEROES *(Add cost to unit; add hero to unit but does not count towards the number of fighters in the unit)*

	Cost	Authority	Ldrship	# Bonus	Officer of
1. A-Volution G45	+215	1	2	1	Any unit or solo
1. G-Nocrat G45	+165	1	2	1	Any unit or solo
1. T-Regulator G45	+110	1	2	1	Any unit or solo
1. C-Naps G45	+165	1	2	1	Any unit or solo
2. A-Volution G36	+215	2	2	2	Any unit or solo
2. C-Naps G36	+215	2	2	2	Any unit or solo
3. G-Nocrat G27	+100	3	4	2	Any unit or solo
3. T-Regulator G27	+95	3	4	2	Any unit or solo
4. A-Volution G18	+240	5	6	3	Any unit or solo
5. C-Naps G09	+130	6	9	3	Any unit or solo
5. G-Nocrat G09	+135	5	9	3	Any unit or solo
5. T-Regulator G09	+130	6	9	3	Any unit or solo

SOLDIERS

Warmongers	*	Std (4)	Max (8)	Extra	Officers
STD: 4 troopers.					
MAX: 8 troopers incl 3 special weapons + 0-1 specialist.					
Basic (Quantum blade, quantum pistol)	225	500	+55	0-3 heroes	

Stalkers	*	Std (4)	Max (8)	Extra	Officers
STD: 4 troopers.					
MAX: 8 troopers incl 0-4 specialists.					
Basic (Quantum blade x2)	225	450	+60	0-3 heroes	

Gunslingers	**	Std (3)	Max (6)	Extra	Officers
STD: 3 troopers incl 0-1 specialist.					
MAX: 6 troopers incl 2 special weapons + 0-1 specialist.					
Basic (Quantum blade x2)	175	475	+60	0-3 heroes	

Sharpshooters	**	Std (3)	Max (6)	Extra	Officers
STD: 3 troopers incl 0-1 specialist.					
MAX: 6 troopers incl 2 special weapons + 0-1 specialist.					
Basic (Quantum rifle x2)	200	425	+65	0-3 heroes	

Counter-snipers	***	Std (3)		Extra	Officers
STD: 3 troopers.					
Basic (Quantum sniper)	325		+105	0-3 heroes	

Gunfighters	***	Std (3)		Extra	Officers
STD: 3 troopers.					
Basic (Quantum pistol x2)	275		+90	0-3 heroes	

Gunmen	***	Std (3)		Extra	Officers
STD: 3 troopers.					
Basic (Quantum MG)	325		+110	0-3 heroes	

Hunters	***	Std (3)		Extra	Officers
STD: 2 troopers.					
Basic (Rocket launcher)	275		+145	0-3 heroes	

Skirmishers	***	Std (3)		Extra	Officers
STD: 3 troopers.					
Basic (Quantum rifle x2)	300		+100	0-3 heroes	

Trackers	***	Std (3)		Extra	Officers
STD: 3 troopers.					
Basic (Quantum jammer)	375		+120	0-3 heroes	

AFVs

		1 AFV	3 AFVS	Extra	Officers
Marauder	*	250	750	+250	None
Pillager	*	250	750	+250	None
Prowler	*	250	750	+250	None
Ravager	*	250	750	+250	None
Vandal	***	**750**	-	**+750**	None

VEHICLES

		1 Vehicle		Officers
MAPC Defender M12 'Camel'	*	250	-	-	Sgt (+15)

COGS SUPPORT UNITS

SUPPORT UNITS				
Warmongers	*	Std (3)	Extra	Officers
Jammer Team		225	+75	None
QMG Team		200	+65	None
Gunslingers	***	Std (2)	Extra	Officers
G Jammer Team		175	+85	None
Sharpshooters	***	Std (2)	Extra	Officers
S Jammer Team		175	+85	None
Sniper Team		125	+70	None

A **support unit** may fill an **infantry** or **support** slot.

They are considered rank 3 units for morale (ie, make a morale test when 1 fighter of the team remains).

Fighters belonging to support units use the same cover rules as all Cog infantry. In addition, they automatically and freely get the combat drill **Take Cover!** if they don't move during their activation.

SAMPLE DESIGNATION: STD 175 . 20/
'STANDARD SIZED UNIT WITH A COST OF 175 AP + 20 AP PER EXTRA FIGHTER'

STANDARD ORGANIZATION
COGS

Platoon Pattern

Infantry unit (★)!

Infantry unit (all)

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

AFV unit (★)

AFV unit (★ / ★★★)

General Notes

Cogs have no officers, only **Heroes**. Heroes do not replace standard fighters and their cost is added to the unit cost.

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.

COG PLATOON PATTERNS
ONLY ONE PLATOON PATTERN CAN BE USED AT A TIME

A **Soldier** slot may be used to field a unit of Soldiers ⬤.

A **Support** 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 ⬤.

- ⊙ Indicates figure is added to unit but does not count in the number of 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.

COG OFFICERS & HEROES

Within a Unit

A Cog unit may include several officers, provided they have the same line name (eg T-regulator, G-nocrat etc) **and** are of different ranks.

The highest ranking hero is the unit's officer and leader.

When there are only heroes in a unit, only the highest ranking hero benefits from the hero rules. All others act as ordinary fighters.

Within a Company

A company may include heroes from several factions, provided it uses the generic Cog platoon pattern. Only heroes belonging to a faction may join a specific faction platoon pattern.

A company may include several copies of the same hero and does not have to respect officer limitations.

PLATOON PATTERN
A-VOLUTION

Advantage

The maximum number of each AFV unit is increased by one. This additional AFV is free. Only units who have a maximum number value benefit from this advantage.

Disadvantage

The standard number of each AFV unit is increased by one. This additional required AFV's cost is that of an extra fighter of the same type.

Platoon Pattern

AFV unit (all)!

AFV unit (all)

AFV unit (★) or Infantry unit (★★★)

Infantry unit (★ / ★★)

Infantry unit (★ / ★★★)

PLATOON PATTERN
C-NAPS

Advantage

At any time, the C-naps player can spend 1 LP to earn 50 RP.

Disadvantage

At any time, an enemy company that has fewer VP can buy VP from the C-naps company. The buyer spends 100 RP and gains 1 VP, and the C-naps company gains 50 RP and loses 1 VP. This loss of VP by C-naps is unavoidable.

Platoon Pattern

Infantry unit (★★★)!

Infantry unit (★ / ★★★)

Infantry unit (★★ / ★★★)

AFV unit (★ / ★★★)

AFV unit (★)

PLATOON PATTERN
G-NOCRAT

Advantage

Every G-nocrat infantry unit leader has the **First Aid** ability. Once per round he can save a member of his unit by the player shouting "Automedication!" right after the fighter is eliminated. A leader cannot save himself.

A leader who has taken damage points cannot use his ability for this salvo. A Hero leader who already has this ability can use this ability a second time.

Disadvantage

Any disorganized unit is immediately eliminated.

Platoon Pattern

Infantry unit (★)!

Infantry unit (★ / ★★★)

Infantry unit (★★ / ★★★)

Infantry unit (★ / ★★ / ★★★)

AFV unit (★ / ★★ / ★★★)

PLATOON PATTERN
T-REGULATOR

Advantage

All T-regulator units may choose rush movement and still shoot.

Disadvantage

If the T-regulator player loses the Authority Test, the T-regulator player plays his activation sequence at random.

Platoon Pattern

AFV unit (★)!

AFV unit (★)

Infantry unit (★★★) or AFV unit (all)

Infantry unit (★ / ★★★)

Infantry unit (all)

A-VOLUTION — G45 (+215)

1	2		1
18	11	11	5

Standard Ranged

Quantum MG	7	4/1	–	7/1
Rocket launcher	6	3/1	–	11/2

Equipment & Abilities

A.I. Beacon Reinforcement. If controlling an objective, 4LP to bring in Type 1 Strider not already in company.

Cyberoptics Detection. +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.

Quantum Wings Rocket Jump

A-VOLUTION — G36 (+215)

2	2		2
18	11	11	5

Standard Ranged

Quantum rifle 1	8	2/1	–	5/1
Quantum rifle 2	8	2/1	–	5/1
Rocket launcher	6	3/1	–	11/2

Equipment & Abilities

A.I. Beacon Reinforcement. If controlling an objective, 4LP to bring in Type 1 Strider not already in company.

Cyberoptics Detection. +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.

Quantum Wings Rocket Jump

A-VOLUTION — G-18 (+240)

5	6		3
18	11	11	5

Standard Ranged

Rocket launcher	6	3/1	–	11/2

Close Combat

Quantum blade 1	5	2/1	–	6/1
Quantum blade 2	5	2/1	–	6/1

Equipment & Abilities

A.I. Beacon Reinforcement. If controlling an objective, 4LP to bring in Type 1 Strider not already in company.

Cyberoptics Detection. +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.

Quantum Wings Rocket Jump

C-NAPS — G45 (+165)

1	2		1
18	11	8	5

Standard Ranged

Rocket launcher	5	3/1	–	11/2

Close Combat

Quantum blade 1	5	2/1	–	6/1
Quantum blade 2	5	2/1	–	6/1

Equipment & Abilities

Medic First Aid. Once per round save member of the unit.

C-NAPS — G36 (+215)

2	2		12
18	11	11	5

Standard Ranged

Quantum rifle 1	8	2/1	–	5/1
Quantum rifle 2	8	2/1	–	5/1
Rocket launcher	6	3/1	–	11/2

Equipment & Abilities

A.I. Beacon Reinforcement. If controlling an objective, 4LP to bring in Type 1 Strider not already in company.

Cyberoptics Detection. +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.

Quantum Wings Rocket Jump

C-NAPS — G09 (+130)

6	9		3
18	11	7	4

Standard Ranged

Quantum rifle	6	2/1	–	4/1

Close Combat

Quantum blade	4	2/1	–	6/1

G-NOCRAT — G45 (+165)

1	2		1
18	11	8	5

Standard Ranged

Rocket launcher	5	3/1	–	11/2

Close Combat

Quantum blade 1	5	2/1	–	6/1
Quantum blade 2	5	2/1	–	6/1

Equipment & Abilities

Medic First Aid. Once per round save member of the unit.

G-NOCRAT — G27 (+100)

3	4		2
18	11	8	5

Standard Ranged

Quantum rifle	7	2/1	–	5/1

Close Combat

Quantum blade	5	2/1	–	6/1

Equipment & Abilities

Medic First Aid. Once per round save member of the unit.

G-NOCRAT
⟫⟫⟫ G09
+135

| 5 | 9 | | 3 |

| 18 | 11 | 8 | 5 |

Standard Ranged

| Quantum rifle | 7 | 2/1 | – | 5/1 | |

Close Combat

| Quantum blade | 5 | 2/1 | – | 6/1 | |

Equipment & Abilities

Medic First Aid. Once per round save member of the unit.

T-REGULATOR
⟩ G45
+110

| 1 | 2 | | 1 |

| 18 | 11 | 7 | 4 |

Standard Ranged

| Missile launcher | 4+ | 2/1 | – | 13/2 | Locked shot |

Equipment & Abilities

Homing Missile May choose the damage location of each impact achieved (replacing the normal Location Table roll).

T-REGULATOR
⟩⟩⟩ G27
+95

| 3 | 4 | | 2 |

| 18 | 11 | 7 | 4 |

Standard Ranged

| Quantum pistol 1 | 3 | 3/1 | – | 4/1 | |
| Quantum pistol 2 | 3 | 3/1 | – | 4/1 | |

Equipment & Abilities

Deflector Shield May choose the location of the damage dealt to the AFVs belonging to this hero's company.

T-REGULATOR
⟫⟫⟫ G09
+130

| 6 | 9 | | 3 |

| 18 | 11 | 7 | 4 |

Standard Ranged

| Quantum rifle | 6 | 2/1 | – | 5/1 | |

Close Combat

| Quantum blade | 5 | 2/1 | – | 6/1 | |

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4 WARMONGERS
STD 225 .55/

| 18 | 9 | 6 | 4 |

Standard Ranged

| Quantum pistol | 3 | 3/1 | – | 4/1 | |

Close Combat

| Quantum blade | 4 | 2/1 | – | 6/1 | |

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8 WARMONGERS
MAX 500 .55/

| 18 | 9 | 6 | 4 |

Standard Ranged

| Quantum pistol | 3 | 3/1 | – | 4/1 | |

Close Combat

| Quantum blade | 4 | 2/1 | – | 6/1 | |

3 Special Weapons

| Quantum jammer | 6 | 2/1 | – | 3+/1 | Jammer |
| Quantum MG | 5 | 4/1 | – | 7/1 | |

0–1 Specialists

Combat Engineer Sabotage. Remove a terrain element within 2.5cm during unit's activation. **Minefield!** Can place a minefield card within 1 range at end of move.
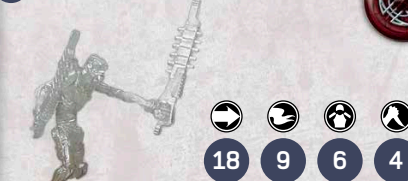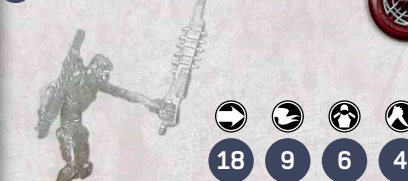
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4 STALKERS
STD 225 .60/

| 18 | 9 | 6 | 4 |

Close Combat

| Quantum blade 1 | 4 | 2/1 | – | 6/1 | |
| Quantum blade 2 | 4 | 2/1 | – | 6/1 | |

Equipment

Optical Jamming Module
Stealth: any shot (even locked shots) targeting the unit from beyond range 1 is an automatic failure.

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8 STALKERS
MAX 450 .60/

| 18 | 9 | 6 | 4 |

Close Combat

| Quantum blade 1 | 4 | 2/1 | – | 6/1 | |
| Quantum blade 2 | 4 | 2/1 | – | 6/1 | |

Equipment

Optical Jamming Module
Stealth: any shot (even locked shots) targeting the unit from beyond range 1 is an automatic failure.

0–4 Specialists

Electronic Warfare Specialist Disruption. For each fighter with this ability on the battlefield, every enemy company loses 1 LP during the tactical phase (cannot fall below the enemy's commander's LP value).

GUNSLINGERS (3)

STD 175 . 60/

★ ★

18 10 7 5

Standard Ranged

Standard Ranged				
Quantum pistol 1	4	3/1	–	4/1
Quantum pistol 2	4	3/1	–	4/1

GUNSLINGERS (6)

MAX 475 . 60/

★ ★

18 10 7 5

Standard Ranged

Standard Ranged					
Quantum pistol 1	4	3/1	–	4/1	
Quantum pistol 2	4	3/1	–	4/1	

2 Special Weapons

Special Weapons					
Quantum jammer	7	2/1	–	3+/1	Jammer

0–1 Specialists

A.I. Beacon Reinforcement. When controlling an objective, pay 4 LP to bring in a Type 1 Combat Strider (new unit) in contact with specialist.

SHARPSHOOTERS (3)

STD 200 . 65/

★ ★

18 10 7 5

Standard Ranged

Standard Ranged				
Quantum rifle 1	7	2/1	–	5/1
Quantum rifle 2	7	2/1	–	5/1

SHARPSHOOTERS (6)

MAX 425 . 65/

★ ★

18 10 7 5

Standard Ranged

Standard Ranged					
Quantum rifle 1	7	2/1	–	5/1	
Quantum rifle 2	7	2/1	–	5/1	

2 Special Weapons

Special Weapons					
Quantum jammer	7	2/1	–	3+/1	Jammer
Quantum sniper	11	2/1	–	8/1	Sniper

0–1 Specialists

Medic First Aid. Once per round save member of the unit.

COUNTER-SNIPERS (3)

STD 325 . 105/

★★ ★

18 11 11 5

Standard Ranged

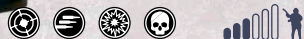| Standard Ranged					
Quantum sniper	12	2/1	–	8/1	Sniper

Equipment

Cyberoptics Detection. +1 in Accuracy with all weapons (already in profile). Ignore enemy Stealth ability.

Quantum Wings Rocket Jump

GUNFIGHTERS (3)

MAX 275 . 90/

★★ ★

18 11 11 5

Standard Ranged

Standard Ranged				
Quantum pistol 1	5	3/1	–	4/1
Quantum pistol 2	5	3/1	–	4/1

Equipment

Cyberoptics Detection. +1 in Accuracy with all weapons (already in profile). Ignore enemy Stealth ability.

Quantum Wings Rocket Jump

GUNMEN (3)

STD 325 . 110/

★★ ★

18 11 11 5

Standard Ranged

Standard Ranged				
Quantum MG	7	4/1	–	7/1

Equipment

Cyberoptics Detection. +1 in Accuracy with all weapons (already in profile). Ignore enemy Stealth ability.

Quantum Wings Rocket Jump

HUNTERS (2)

MAX 275 . 145/

★★ ★

18 11 11 5

Standard Ranged

Standard Ranged				
Rocket launcher	5	3/1	–	11/2

3 SKIRMISHERS ★★

18 11 11 5

Standard Ranged

Quantum rifle 1	8	2/1	–	5/1	
Quantum rifle 2	8	2/1	–	5/1	

Equipment

Cyberoptics **Detection**. +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.
Quantum Wings **Rocket Jump**

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3 TRACKERS ★★

18 11 11 5

Standard Ranged

Quantum jammer	8	2/1	–	3+/1	Jammer

Equipment

Cyberoptics **Detection**. +1 in Accuracy with all weapons (already in profile). Ignore enemy **Stealth** ability.
Quantum Wings **Rocket Jump**

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1 MARAUDER ★

30 – 12 5

Standard Ranged

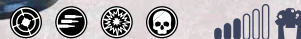| Light					
Quantum jammer	7	2/1	–	3+/1	Jammer
Light					
Quantum MG	6	4/1	–	7/1	

Abilities & Equipment

Autorepair **Repair**: At the beginning or end of activation can recover 1 SP itself or friendly AFV within 2.5cm. Destroyed parts may be repaired.
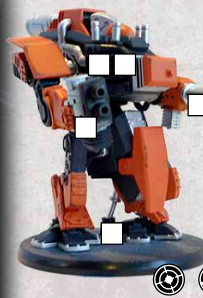
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3 MARAUDERS ★

30 – 12 5

Standard Ranged

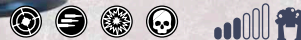| Light					
Quantum jammer	7	2/1	–	3+/1	Jammer
Light					
Quantum MG	6	4/1	–	7/1	

Abilities & Equipment

Autorepair **Repair**: At the beginning or end of activation can recover 1 SP itself or friendly AFV within 2.5cm. Destroyed parts may be repaired.

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1 PILLAGER ★

30 – 12 5

Standard Ranged

Light					
Quantum cannon	9	2/2	–	14/1	
Light					
Quantum launcher	5	2/1	3	5/1	Indirect fire

Abilities & Equipment

Autorepair **Repair**: At the beginning or end of activation can recover 1 SP itself or friendly AFV within 2.5cm. Destroyed parts may be repaired.

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3 PILLAGERS ★

30 – 12 5

Standard Ranged

Light					
Quantum cannon	9	2/2	–	14/1	
Light					
Quantum launcher	5	2/1	3	5/1	Indirect fire

Abilities & Equipment

Autorepair **Repair**: At the beginning or end of activation can recover 1 SP itself or friendly AFV within 2.5cm. Destroyed parts may be repaired.

---

1 PROWLER ★

30 – 12 5

Standard Ranged

Light					
Quantum cannon	9	2/2	–	14/1	
Light					
Quantum MG	6	4/1	–	7/1	

Abilities & Equipment

Autorepair **Repair**: At the beginning or end of activation can recover 1 SP itself or friendly AFV within 2.5cm. Destroyed parts may be repaired.
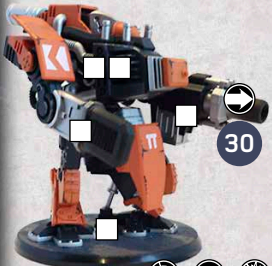
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3 PROWLERS ★

30 – 12 5

Standard Ranged

Light					
Quantum cannon	9	2/2	–	14/1	
Light					
Quantum MG	6	4/1	–	7/1	

Abilities & Equipment

Autorepair **Repair**: At the beginning or end of activation can recover 1 SP itself or friendly AFV within 2.5cm. Destroyed parts may be repaired.

RAVAGER

MAX 250 . 250/ — 1

30	–	12	5

Standard Ranged

Light Quantum jammer	7	2/1	–	3+/1	Jammer
Light Quantum launcher	5	2/1	3	5/1	Indirect fire

Abilities & Equipment

Autorepair **Repair**: At the beginning or end of activation can recover 1 SP itself or friendly AFV within 2.5cm. Destroyed parts may be repaired.

RAVAGERS

MAX 750 . 250/ — 3

30	–	12	5

Standard Ranged

Light Quantum jammer	7	2/1	–	3+/1	Jammer
Light Quantum launcher	5	2/1	3	5/1	Indirect fire

Abilities & Equipment

Autorepair **Repair**: At the beginning or end of activation can recover 1 SP itself or friendly AFV within 2.5cm. Destroyed parts may be repaired.

VANDAL

MAX 750 . 750/ — 1

25	–	16	5

Standard Ranged

Heavy Quantum cannon	10	4/2	–	16/1	
Heavy Quantum mortar	6	2/1	10	6/1	Indirect fire

Abilities & Equipment

Autorepair **Repair**: At the beginning or end of activation can recover 1 SP itself or friendly AFV within 2.5cm. Destroyed parts may be repaired.

Presence Detector This AFV may control objectives.
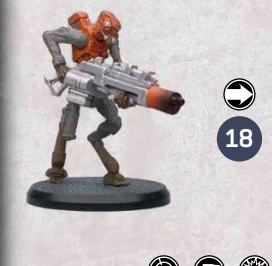

JAMMER TEAM
WARMONGERS

MAX 225 . 75/ — 3 — SUPPORT

18	9	6	4

2 Special Weapons

Quantum jammer	6	2/1	–	3+/1	Jammer

QMG TEAM
WARMONGERS

MAX 200 . 65/ — 3

18	9	6	4

2 Special Weapons

Quantum MG	7	4/1	–	7/1

G JAMMER TEAM
GUNSLINGERS

STD 175 . 85/ — 2 — SUPPORT

18	10	7	5

2 Special Weapons

Quantum jammer	6	2/1	–	3+/1	Jammer

S JAMMER TEAM
SHARPSHOOTERS

STD 175 . 85/ — 2 — SUPPORT

18	10	7	5

2 Special Weapons

Quantum jammer	6	2/1	–	3+/1	Jammer

SNIPER TEAM
SHARPSHOOTERS

STD 125 . 70/ — 2 — SUPPORT

18	10	7	5

2 Special Weapons

Quantum sniper	11	2/1	–	8/1	Sniper