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v3

Feb 2020

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
- v3 Added summary sheets and changed to layout to fit on fewer sheets. Fixed support and bunker teams. Wendigo cards clarified; Libra card updated; Yetis pics fixed; updated Jungle Buggy and Thunder Buggy pics; Guru Lucius with grenades stats fixed. Incorporated rocket launcher cost into points cost on relevant card.

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Created by Peter Gifford 'Universal Head'
The Esoteric Order of Gamers



KARMAN

OPTIONAL ABILITY (Add cost per fighter)

	Cost
Karmic Warrior	+5

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
Mentor Freezer	+90	1	3	0	Any * soldier unit
Venerable Cornelius	+155	1	3	0	Any Wendigo unit
Venerable Cornelius + grenades+160	1	3	0	Any Wendigo unit	
Saint Anuman	+135	2	5	0	Any * soldier unit
Saint Anuman + grenades	+140	2	5	0	Any * soldier unit
Saint Anuman + Jindo-un	+645	2	5	0	Solo AFV
Guru Lucius	+140	4	7	2	Any * or ** soldier unit
Guru Lucius + grenades	+145	4	7	2	Any * or ** soldier unit
Guru Lucius + Diamond	+485	4	7	2	Colo AFV

OFFICERS (Add cost to unit; officer replaces a standard fighter)

	Cost	Authority	Ldrship	# Bonus
1. Mentor	+10	3	1	0
2. Guide	+15	3	2	1
3. Guru	+30	4	3	2
4. Venerable	+55	6	5	2
5. Saint	+75	7	7	2

SOLDIERS

Anakongas	*	Std (4)	Max (8)	Extra	Officers
-----------	---	---------	---------	-------	----------

STD: 4 troopers incl 0-1 specialist + 0-1 officer.

MAX: 8 troopers incl 2 special weapons + 0-1 specialist + 0-1 officer.

Basic (Drum pistols, power grip)	250	500	+65	All
+ grenades	270	540	+70	

Kaptars	*	Std (4)	Max (8)	Extra	Officers
---------	---	---------	---------	-------	----------

STD: 4 troopers incl 0-1 specialist + 0-1 officer.

MAX: 8 troopers incl 2 special weapons + 0-1 specialist + 0-1 officer.

Basic (ZZ rifles, power grip)	250	500	+65	All
+ grenades	270	540	+70	

Wendigos	**	Std (4)	Max (8)	Extra	Officers
----------	----	---------	---------	-------	----------

STD: 4 troopers incl 0-1 specialist + 0-1 officer.

MAX: 8 troopers incl 2 special weapons + 0-1 specialist + 0-1 officer.

Basic (ZZ rifles x2)	250	500	+60	All
+ grenades	270	540	+65	

Yetis	**	Std (4)	Max (8)	Extra	Officers
-------	----	---------	---------	-------	----------

STD: 4 troopers incl 1 special weapon + 0-1 officer.

MAX: 8 troopers incl 2 special weapons + 0-1 officer.

Basic (Jungle rifle, power grip)	300	600	+70	All
+ grenades	320	640	+75	
+ rocket launcher (equip all bearers)	—	+50	—	

K-Fighters	***	Std (2)	Officers
------------	-----	---------	----------

2 troopers including 0-1 officer

Basic (Jammer x2, super power grip x2)	425	Mentor (+10)
--	-----	--------------

K-Warriors	***	Std (2)	Officers
------------	-----	---------	----------

2 troopers including 0-1 officer

Basic (Mortar gun x2, super power grip x2)	450	Mentor (+10)
--	-----	--------------

K-Shooters	***	Std (2)	Officers
------------	-----	---------	----------

2 troopers including 0-1 officer

Basic (ZZ gun, super power grip x2)	375	Mentor (+10)
-------------------------------------	-----	--------------

K-Burners	***	Std (2)	Officers
-----------	-----	---------	----------

2 troopers including 0-1 officer

Basic (Flamer x2, super power grip x2)	375	Mentor (+10)
--	-----	--------------

AFVs

		1 AFV	3 AFVS	Extra	Officers
Dirt Trike	*	175	525	+175	Men (+15)
Easy Trike	*	250	750	+250	Men (+15)
Jungle Trike	*	200	600	+200	Men (+15)
Thunder Trike	*	250	750	+250	Men (+15)
Jungle Buggy	**	525	-	-	Men (+15)
King Buggy	**	400	-	-	Men (+15)
Thunder Buggy	**	425	-	-	Men (+15)
King Mammoth	***	675	-	-	Guru (+45)

VEHICLES

		2 Vehicles	Officers
Dirt Kongaroo	**	225	-

SAMPLE DESIGNATION: **STD 175 . 20/**

'STANDARD SIZED UNIT WITH A COST OF 175 AP + 20 AP PER EXTRA FIGHTER'

KARMAN SUPPORT UNITS

SUPPORT UNITS

Anakongas	*	Std (2)	Extra	Officers
Drum Team		125	+65	None
Flamer Team		150	+75	None
Kaptars	**	Std (2)	Extra	Officers
Sniper Team		100	+55	None
ZZ Team		150	+75	None
Wendigos	**	Std (2)	Extra	Officers
Drum Team		150	+70	None
Grenade Team		125	+70	None
Yetis	**	Std (2)	Extra	Officers
Flamer Team		150	+80	None
Rocket Team		225	+105	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).

STANDARD ORGANIZATION KARMAN



Platoon Pattern

Soldier unit (★)!

Soldier unit (★★★)

Soldier unit (★ / ★★ / ★★★)

AFV unit (★)

AFV unit (★ / ★★ / ★★★) or Soldier 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 ARCEO



Advantage

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

Disadvantage

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



Advantage

Flux AFVs can control objectives.

Disadvantage

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



Advantage

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 Karmans units must include an officer. Libra cannot use support units.

Platoon Pattern

Infantry unit (★)!

Infantry unit (★★★)

Infantry unit (★ / ★★ / ★★★)

Infantry unit (★ / ★★ / ★★★)

AFV unit (★ / ★★ / ★★★)
or Soldier unit (★★★)

PLATOON PATTERN NOVA



Advantage

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

Disadvantage

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 unit (★★★)

AFV unit (★)

AFV unit (★★)

KARMAN 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.

Q 155 OFFICER OF ANY WENDIGO UNIT

CORNELIUS

>>>> VENERABLE



Standard Ranged

ZZ-Rifles 1	5	4/0	-	6/1
ZZ-Rifles 2	5	4/0	-	6/1

Equipment & Abilities

Concentrate Fire! Cornelius gives this ability to all the Wendigo units on his side.
The player can re-roll all of the unit's failed damage ☹ tests once more. Announce the use of this ability before the shooting by shouting Concentrate Fire!

Q 160 OFFICER OF ANY WENDIGO UNIT

CORNELIUS

>>>> VENERABLE



Standard Ranged

ZZ-Rifles 1	5	4/0	-	6/1
ZZ-Rifles 2	5	4/0	-	6/1
Grenades	0	1/0	1	5/1

Equipment & Abilities

Concentrate Fire! Cornelius gives this ability to all the Wendigo units on his side.
The player can re-roll all of the unit's failed damage ☹ tests once more. Announce the use of this ability before the shooting by shouting Concentrate Fire!

Q 90 OFFICER OF ANY TYPE 1 SOLDIER UNIT

FREEZER

> MENTOR



Standard Ranged

Super J-Grip 1	8	1/0	-	10/2
Super J-Grip 2	8	1/0	-	10/2

Equipment & Abilities

Super J Grips
When used against AFVs, considered to be **jammers**. The player may choose to use the natural ☹ of the J-grips.
Jammer Can only target AFVs. The minimum result needed for the damage test is always 3+.

Q 645 SOLO AFV UNIT
ANUMAN
ABOARD 'JINDO-UN'
>>>> SAINT



Standard Ranged

Lt. ZZ-Cannon 1	8	2/1	-	15/1
Lt. ZZ-Cannon 2	8	2/1	-	15/1
Lt. ZZ-Cannon 3	8	2/1	-	15/1
Lt. ZZ-Cannon 4	8	2/1	-	15/1

Equipment & Abilities

Jetpack Rocket Jump: can jump over miniatures and terrain elements during movement.
Vehicle Variable altitude, limited shooting arc (180° front or back for each pair of weapons).
Heroic Pilot
For other Anuman equipment and abilities, see his card.

Q 135 OFFICER OF ANY TYPE 1 SOLDIER UNIT

ANUMAN

>>>> SAINT



Standard Ranged

Jammer pistol	3	2/0	-	4+/1	Jammer
---------------	---	-----	---	------	--------

Equipment & Abilities

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 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+.

Q 140 OFFICER OF ANY TYPE 1 SOLDIER UNIT

ANUMAN

>>>> SAINT



Standard Ranged

Jammer pistol	3	2/0	-	4+/1	Jammer
Grenades	0	1/0	1	5/1	Indirect fire

Equipment & Abilities

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 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+.

Q 110 OFFICER OF ANY ANAKONGA UNIT

DARIUS

>> GUIDE



Standard Ranged

ZZ rifles	5	4/0	-	6/1
Sniper gun	9	2/0	-	9/1

Equipment & Abilities

Way of the Heart A unit led by Darius may re-roll all its missed penetration tests once.

Q 115 OFFICER OF ANY ANAKONGA UNIT

DARIUS

>> GUIDE



Standard Ranged

ZZ rifles	5	4/0	-	6/1
Sniper gun	9	2/0	-	9/1
Grenades	0	1/0	1	5/1

Equipment & Abilities

Way of the Heart A unit led by Darius may re-roll all its missed penetration tests once.

Q 140 OFFICER OF ANY TYPE 1 OR 2 INFANTRY UNIT

LUCIUS

>>> GURU



4 4 2

18 10 6 6

Standard Ranged

Standard Ranged

Close Combat

Power grip

Standard Ranged

Drum gun 1	3	4/0	-	8/1
Drum gun 2	3	4/0	-	8/1

Equipment & Abilities

Jetpack Rocket Jump: can jump over miniatures and terrain elements during movement.

Guerilla Technique Lucius gives **Stealth** to his unit when it is behind cover and has the Take Cover! drill. Any shot (including locked shots) from beyond range 1 is an automatic failure.

Heroic Pilot

Q 145 OFFICER OF ANY TYPE 1 OR 2 INFANTRY UNIT

LUCIUS

>>> GURU



4 4 2

18 10 6 6

Standard Ranged

Standard Ranged

Close Combat

Power grip

Standard Ranged

Drum gun 1	3	4/0	-	8/1
Drum gun 2	3	4/0	-	8/1
Grenades	0	1/0	1	5/1

Equipment & Abilities

Jetpack Rocket Jump: can jump over miniatures and terrain elements during movement.

Guerilla Technique Lucius gives **Stealth** to his unit when it is behind cover and has the Take Cover! drill. Any shot (including locked shots) from beyond range 1 is an automatic failure.

Heroic Pilot

Q 485 SOLO AFV UNIT

LUCIUS

>>> GURU



4 4 -

25 12 12 6

Standard Ranged

Standard Ranged

Close Combat

Power grip

Standard Ranged

Lt. Drum cannon 1	5	4/0	-	8/1
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

Equipment & Abilities

Jetpack Rocket Jump: can jump over miniatures and terrain elements during movement.

Vehicle Variable altitude, limited shooting arc (180° front or back for each pair of weapons).

Heroic Pilot

For other Lucius equipment and abilities, see his card.

Q +10

ANAKONGA

> MENTOR



3 1 -

18 8 6 6

Standard Ranged

Standard Ranged

Close Combat

Power grip

Standard Ranged

Drum pistols	1	6/0	-	5/1
--------------	---	-----	---	-----

Close Combat

Power grip	6	1/0	-	10/1
------------	---	-----	---	------

Equipment & Abilities as per unit

Q +15

ANAKONGA

>> GUIDE



3 2 1

18 8 6 6

Standard Ranged

Standard Ranged

Close Combat

Power grip

Standard Ranged

Drum pistols	1	6/0	-	5/1
--------------	---	-----	---	-----

Close Combat

Power grip	6	1/0	-	10/1
------------	---	-----	---	------

Equipment & Abilities as per unit

Q +55

ANAKONGA

>>> VENERABLE



6 5 2

18 8 6 6

Standard Ranged

Standard Ranged

Close Combat

Power grip

Standard Ranged

Drum pistols	1	6/0	-	5/1
--------------	---	-----	---	-----

Close Combat

Power grip	6	1/0	-	10/1
------------	---	-----	---	------

Equipment & Abilities as per unit

Q +75

ANAKONGA

>>>> SAINT



7 7 2

18 8 6 6

Standard Ranged

Standard Ranged

Close Combat

Power grip

Standard Ranged

Drum pistols	1	6/0	-	5/1
--------------	---	-----	---	-----

Close Combat

Power grip	6	1/0	-	10/1
------------	---	-----	---	------

Equipment & Abilities as per unit

MAX 500 .65

8 ANAKONGAS







18



8



6



6









Standard Ranged				
Drum pistols	1	6/0	-	5/1
Close Combat				
Power grip	6	1/0	-	10/1
2 Special Weapons				
Drum gun	3	4/0	-	8/1
0-1 Specialist				
<p>Mechanic Repair. At beginning or end of unit's activation can repair a friendly AFV within 2.5cm. The AFV regains 1 SP in a chosen location. Destroyed parts may be repaired.</p>				
Equipment				
<p>Jetpack Rocket Jump. can jump over miniatures and terrain elements during movement.</p>				

+10

★


KAPTAR

> MENTOR



3	1	-
18	8	6


Standard Ranged				
ZZ rifles	4	4/0	-	6/1

Close Combat				
Power grip	6	1/0	-	10/1

Equipment & Abilities as per unit


+30

★



KAPTAR

>>> GURU



4	3	2
18	8	6

	Standard Ranged	Close Combat
ZZ rifles	4 4/0 - 6/1	
Power grip	6 1/0 - 10/1	

Equipment & Abilities as per unit

KAPTAR

»»»» **SAINT**




			
	7	7	2
			
	18	8	6








Standard Ranged				
ZZ rifles	4	4/0	-	6/1

Close Combat				
Power grip	6	1/0	-	10/1

Equipment & Abilities as per unit

STD 250 . 65/

4 KAPTARS

★

18

8

6

6

Standard Ranged

ZZ rifles44/0-6/1

Close Combat

Power grip61/0-10/1

0-1 Specialist

Mechanic Repair. At beginning or end of unit's activation can repair a friendly AFV within 2.5cm. The AFV regains 1 SP in a chosen location. Destroyed parts may be repaired.

MAX 500 . 65/

8 KAPTARS

★

18

8

6

6

Standard Ranged

ZZ rifles44/0-6/1

Close Combat

Power grip61/0-10/1

2 Special Weapons

ZZ-gun62/1-15/1

0-1 Specialist

Mechanic Repair. At beginning or end of unit's activation can repair a friendly AFV within 2.5cm. The AFV regains 1 SP in a chosen location. Destroyed parts may be repaired.

MAX 500 . 65/

8 KAPTARS

★

18

8

6

6

Standard Ranged

ZZ rifles44/0-6/1

Close Combat

Power grip61/0-10/1

2 Special Weapons

Sniper gun92/0-9/1Sniper

0-1 Specialist

Mechanic Repair. At beginning or end of unit's activation can repair a friendly AFV within 2.5cm. The AFV regains 1 SP in a chosen location. Destroyed parts may be repaired.

+10

WENDIGO

> MENTOR

★

3

1

-

Standard Ranged

ZZ rifles54/0-6/1

OR

Maser strike52/014/1Indirect fire

Equipment & Abilities as per unit

+15

WENDIGO

>>> GUIDE

★

3

2

1

Standard Ranged

ZZ rifles54/0-6/1

OR

Maser strike52/014/1Indirect fire

Equipment & Abilities as per unit

+30

WENDIGO

>>>> GURU

★

4

3

2

Standard Ranged

ZZ rifles54/0-6/1

OR

Maser strike52/014/1Indirect fire

Equipment & Abilities as per unit

+55

WENDIGO

>>>>> VENERABLE

★

6

5

2

Standard Ranged

ZZ rifles54/0-6/1

OR

Maser strike52/014/1Indirect fire

Equipment & Abilities as per unit

+75

WENDIGO

>>>>>> SAINT

★

7

7

2

Standard Ranged


ZZ rifles54/0-6/1

OR

Maser strike52/014/1Indirect fire

Equipment & Abilities as per unit

STD 300 . 70/
4 YETI ★★



18 9 7 7

Standard Ranged
Jungle rifle 4 4/1 - 5/1

Close Combat
Power grip 7 1/0 - 10/1

0-1 Specialist

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.

Equipment
Jetpack Rocket Jump: can jump over miniatures and terrain elements during movement.

MAX 650 . 70/
8 YETI ★★



18 9 7 7

Standard Ranged
Jungle rifle 4 4/1 - 5/1

Close Combat
Power grip 7 1/0 - 10/1

2 Special Weapons
Rocket launcher 2 3/0 - 12/2

0-1 Specialist

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.

Equipment
Jetpack Rocket Jump: can jump over miniatures and terrain elements during movement.

MAX 600 . 70/
8 YETI ★★



18 9 7 7

Standard Ranged
Jungle rifle 4 4/1 - 5/1

Close Combat
Power grip 7 1/0 - 10/1

2 Special Weapons
Flamer [25] 1/0 4 9/1 IF, Projection

0-1 Specialist

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.

Equipment
Jetpack Rocket Jump: can jump over miniatures and terrain elements during movement.

+10
K-FIGHTER
➤ MENTOR ★★



3 1 -

18 10 11 7

Standard Ranged
Jammer 1 5 2/0 - 2+/1 Jammer
Jammer 2 5 2/0 - 2+/1 Jammer

Close Combat
Spr power grip 1 7 1/0 - 10/2
Spr power grip 2 7 1/0 - 10/2

Equipment & Abilities as per unit

STD 425
2 K-FIGHTERS ★★



18 10 11 7

Standard Ranged
Jammer 1 5 2/0 - 2+/1 Jammer
Jammer 2 5 2/0 - 2+/1 Jammer

Close Combat
Spr power grip 1 7 1/0 - 10/2
Spr power grip 2 7 1/0 - 10/2

Equipment & Abilities
Stability: not grounded when caught in the area of effect of an indirect fire weapon
K-armor
Hoist: when in contact with a low wall, it can be redeployed anywhere in contact (replacing close combat attacks).

+10
K-WARRIOR
➤ MENTOR ★★



3 1 -

18 10 11 7

Standard Ranged
Mortar gun 1 4 2/0 4 7/1 Indirect fire
Mortar gun 2 4 2/0 4 7/1 Indirect fire

Close Combat
Spr power grip 1 7 1/0 - 10/2
Spr power grip 2 7 1/0 - 10/2

Equipment & Abilities as per unit

STD 450
2 K-WARRIORS ★★



18 10 11 7

Standard Ranged
Mortar gun 1 4 2/0 4 7/1 Indirect fire
Mortar gun 2 4 2/0 4 7/1 Indirect fire

Close Combat
Spr power grip 1 7 1/0 - 10/2
Spr power grip 2 7 1/0 - 10/2

Equipment & Abilities
Stability: not grounded when caught in the area of effect of an indirect fire weapon
K-armor
Hoist: when in contact with a low wall, it can be redeployed anywhere in contact (replacing close combat attacks).

+10
K-SHOOTER
➤ MENTOR ★★



3 1 -

18 10 11 7

Standard Ranged
ZZ-gun 7 3/1 - 15/1

Concentrate Fire! Can re-roll all of the unit's failed damage tests once more. Announce by shouting 'Concentrate Fire!'

Close Combat
Spr power grip 1 7 1/0 - 10/2
Spr power grip 2 7 1/0 - 10/2

Equipment & Abilities as per unit

STD 375

2 K-SHOOTERS

★★

↔

18

↺

10

↻

11

↗

7

Standard Ranged

ZZ-gun73/1-15/1

Concentrate Fire! Can re-roll all of the unit's failed damage tests once more. Announce by shouting 'Concentrate Fire!'

Close Combat

Spr power grip 171/0-10/2

Spr power grip 271/0-10/2

Equipment & Abilities

Stability: not grounded when caught in the area of effect of an indirect fire weapon

K-armor

Hoist: when in contact with a low wall, it can be redeployed anywhere in contact (replacing close combat attacks).

+10

K-BURNER

★★

> MENTOR

↔

3

↺

1

↻

-

↔

18

↺

10

↻

11

↗

7

Standard Ranged

Flamer 1[25]1/049/1IF, Projection

Flamer 2[25]1/049/1IF, Projection

Close Combat

Spr power grip 171/0-10/2

Spr power grip 271/0-10/2

Equipment & Abilities as per unit

STD 375

2 K-BURNER

★★

↔

18

↺

10

↻

11

↗

7

Standard Ranged

Flamer 1[25]1/049/1IF, Projection

Flamer 2[25]1/049/1IF, Projection

Close Combat

Spr power grip 171/0-10/2

Spr power grip 271/0-10/2

Equipment & Abilities

Stability: not grounded when caught in the area of effect of an indirect fire weapon

K-armor

Hoist: when in contact with a low wall, it can be redeployed anywhere in contact (replacing close combat attacks).

ADDITIONAL EQUIPMENT

PLACE UNDER UNIT CARD / NOTE NEW COST OF EXTRA FIGHTERS

ADDITIONAL EQUIPMENT
OPTIONS

+ GRENADES

EACH EXTRA FIGHTER ADDED NOW 70/
4 ANAKONGAS +20
EACH EXTRA FIGHTER ADDED NOW 70/
8 ANAKONGAS +40
EACH EXTRA FIGHTER ADDED NOW 70/
4 KAPTARS +20
EACH EXTRA FIGHTER ADDED NOW 70/
8 KAPTARS +40
EACH EXTRA FIGHTER ADDED NOW 65/
4 WENDIGOS +20
EACH EXTRA FIGHTER ADDED NOW 65/
8 WENDIGOS +40
EACH EXTRA FIGHTER ADDED NOW 75/
4 YETIS (NO ROCKET LAUNCHER) +20
EACH EXTRA FIGHTER ADDED NOW 75/
8 YETIS +40

Additional Equipment

Grenades

0 1/0 1 5/1

Indirect fire

ADDITIONAL EQUIPMENT
OPTIONS

+ GRENADES

EACH EXTRA FIGHTER ADDED NOW 70/
4 ANAKONGAS +20
EACH EXTRA FIGHTER ADDED NOW 70/
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8 KAPTARS +40
EACH EXTRA FIGHTER ADDED NOW 65/
4 WENDIGOS +20
EACH EXTRA FIGHTER ADDED NOW 65/
8 WENDIGOS +40
EACH EXTRA FIGHTER ADDED NOW 75/
4 YETIS (NO ROCKET LAUNCHER) +20
EACH EXTRA FIGHTER ADDED NOW 75/
8 YETIS +40

Additional Equipment

Grenades

0 1/0 1 5/1

Indirect fire

ADDITIONAL EQUIPMENT
OPTIONS

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EACH EXTRA FIGHTER ADDED NOW 70/
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EACH EXTRA FIGHTER ADDED NOW 75/
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EACH EXTRA FIGHTER ADDED NOW 75/
8 YETIS +40

Additional Equipment

Grenades

0 1/0 1 5/1

Indirect fire

ADDITIONAL ABILITY
OPTIONS

+ KARMIC WARRIOR

ANY KARMAN UNIT
+5 AP PER FIGHTER

Additional Ability

Karmic Warrior Once per game, the unit may re-roll or force another player to re-roll any test that is taken by the unit or a unit targeting it. The new result replaces the previous one.

ADDITIONAL ABILITY
OPTIONS

+ KARMIC WARRIOR

ANY KARMAN UNIT
+5 AP PER FIGHTER

Additional Ability

Karmic Warrior Once per game, the unit may re-roll or force another player to re-roll any test that is taken by the unit or a unit targeting it. The new result replaces the previous one.

ADDITIONAL ABILITY
OPTIONS

+ KARMIC WARRIOR

ANY KARMAN UNIT
+5 AP PER FIGHTER

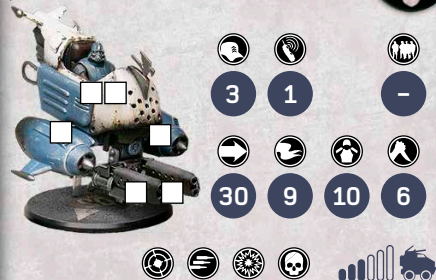
Additional Ability

Karmic Warrior Once per game, the unit may re-roll or force another player to re-roll any test that is taken by the unit or a unit targeting it. The new result replaces the previous one.

+15

DIRT TRIKE

> MENTOR



Standard Ranged

Light drum cannon 1	5	4/0	-	8/1
Light drum cannon 2	5	4/0	-	8/1

Special Attack

BBQ Attack Equivalent of running over infantry.

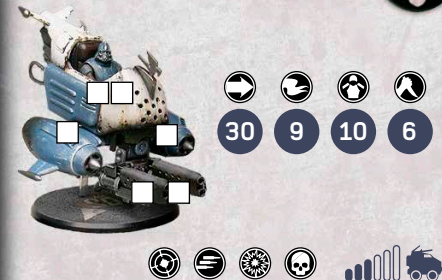
Equipment & Abilities

Vehicle Variable altitude; limited shooting arc.

Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

STD 175 . 175/

1 DIRT TRIKE



Standard Ranged

Light drum cannon 1	5	4/0	-	8/1
Light drum cannon 2	5	4/0	-	8/1

Special Attack

BBQ Attack Equivalent of running over infantry.

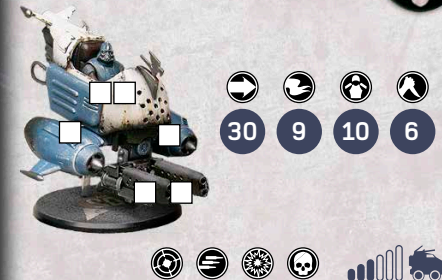
Equipment & Abilities

Vehicle Variable altitude; limited shooting arc.

Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

MAX 525 . 175/

3 DIRT TRIKES



Standard Ranged

Light drum cannon 1	5	4/0	-	8/1
Light drum cannon 2	5	4/0	-	8/1

Special Attack

BBQ Attack Equivalent of running over infantry.

Equipment & Abilities

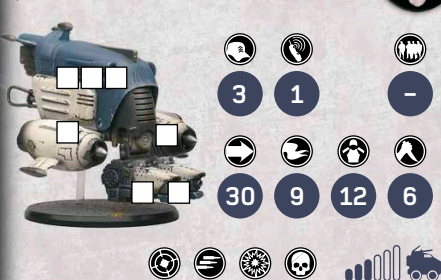
Vehicle Variable altitude; limited shooting arc.

Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

+15

EASY TRIKE

> MENTOR



Standard Ranged

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.

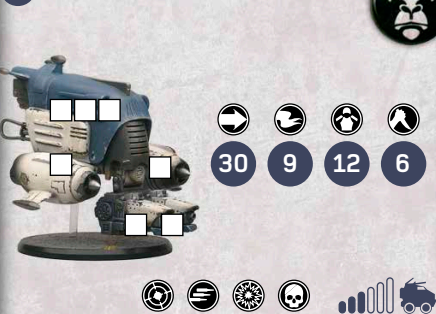
Equipment & Abilities

Vehicle Variable altitude; limited shooting arc.

Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

STD 250 . 250/

1 EASY TRIKE



Standard Ranged

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.

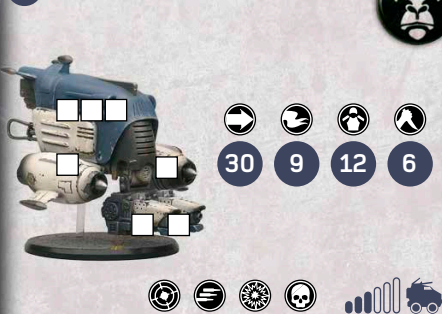
Equipment & Abilities

Vehicle Variable altitude; limited shooting arc.

Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

MAX 750 . 250/

3 EASY TRIKES



Standard Ranged

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.

+15

JUNGLE TRIKE

> MENTOR



Standard Ranged

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.

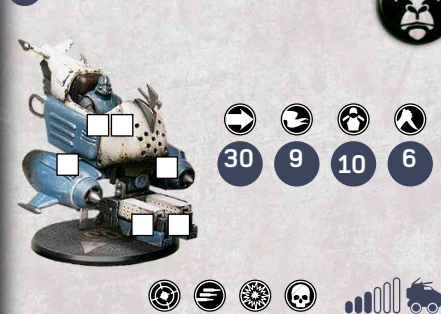
Equipment & Abilities

Vehicle Variable altitude; limited shooting arc.

Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

STD 200 . 200/

1 JUNGLE TRIKE



Standard Ranged

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.

STD 125 . 65/

2

DRUM TEAM

ANAKONGAS

SUPPORT

★

18

8

6

6

STD 150 . 75/

2

FLAMER TEAM

ANAKONGAS

SUPPORT

★

18

8

6

6

STD 100 . 55/

2

SNIPER TEAM

KAPTARS

SUPPORT

★

18

8

6

6

STD 150 . 75/

2

ZZ TEAM

KAPTARS

SUPPORT

★

18

8

6

6

Special Weapons

2

Drum gun

3

4/0

-

8/1

Equipment

Jetpack Rocket Jump:

can jump over miniatures and terrain elements during movement.

Special Weapons

2

Flamer

[25]

1/0

4

9/1

Indirect fire

Projection

Equipment

Jetpack Rocket Jump:

can jump over miniatures and terrain elements during movement.

Special Weapons

2

Sniper gun

9

2/0

-

9/1

Sniper

Equipment

Jetpack Rocket Jump:

can jump over miniatures and terrain elements during movement.

Special Weapons

2

ZZ-gun

6

2/1

-

15/1

Equipment

Jetpack Rocket Jump:

can jump over miniatures and terrain elements during movement.

STD 150 . 70/

2

DRUM TEAM

WENDIGOS

SUPPORT

★

18

9

7

7

STD 125 . 70/

2

GRENADE TEAM

WENDIGOS

SUPPORT

★

18

9

7

7

STD 150 . 80/

2

FLAMER TEAM

YETIS

SUPPORT

★

18

9

7

7

STD 225 . 105/

2

ROCKET TEAM

YETIS

SUPPORT

★

18

9

7

7

Special Weapons

2

Drum gun

4

4/0

-

8/1

Equipment

Jetpack Rocket Jump:

can jump over miniatures and terrain elements during movement.

Special Weapons

2

Grenade launcher

4

2/0

3

5/1

Indirect fire

Equipment

Jetpack Rocket Jump:

can jump over miniatures and terrain elements during movement.

Special Weapons

2

Flamer

[25]

1/0

4

9/1

IF, Projection

Equipment

Jetpack Rocket Jump:

can jump over miniatures and terrain elements during movement.

Special Weapons

2

Rocket launcher

2

3/0

-

12/2

Equipment

Jetpack Rocket Jump:

can jump over miniatures and terrain elements during movement.