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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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v2.1

May 2022

Game: **AT-43**

Publisher: **Rackham Entertainment (2006)**

ONI unit cards

- v1** Initial release
- v1.1** Corrections to heroes and vehicles
- v2** Added summary sheets and changed to layout to fit on fewer sheets.
- v2.1** Fixed ONI Korps UN stats.

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



ONI

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
Samurai B. Samedi	+70	1	3	1	Any infantry unit
Samurai B. Samedi + Sat. Night Special	+225	3	1	1	Any light destroyers or light enforcers unit
Daimyo J. Priest	+70	5	6	3	Any infantry unit
Daimyo J. Priest + Limo	+410	5	6	3	Solo vehicle unit (+ up to 3 medium destroyers)
Shogun Natalya 'Bokor' Bokov	+130	7	9	3	Any ONI Korps unit
Shogun Nayalya + Vladd	+690	7	9	1	Solo vehicle unit (+ up to 1 heavy battle tank)

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

	Cost	Authority	Ldrship	# Bonus
1. Samurai	+10	1	2	1
2. Bushi	+15	2	2	2
3. Shomyo	+25	3	4	2
4. Daimyo	+40	5	6	3
5. Shogun	+60	5	9	3

SOLDIERS

Virus Zombies 'Contaminator'	*	Std (8)	Max (12)	Extra	Officers
STD: 8 troopers. MAX: 12 troopers.					
Basic (Claws and fangs x2)	175	250	+20	All	
Virus Zombies 'Detonator'	*	Std (8)	Max (12)	Extra	Officers
STD: 8 troopers. MAX: 12 troopers.					
Basic (Claws and fangs x2)	175	250	+20	All	
Super Zombies 'Reanimator Alpha'	**	Std (6)	Max (12)	Extra	Officers
STD: 6 troopers incl 1 special weapon + 1 specialist + 0-1 officer. MAX: 12 troopers incl 2 special weapons + 2 specialists + 0-1 officer.					
Basic (Auto-shotgun, buzz saw)	225	475	+40	All	
Super Zombies 'Reanimator Beta'	**	Std (6)	Max (12)	Extra	Officers
STD: 6 troopers incl 1 special weapon + 1 specialist + 0-1 officer. MAX: 12 troopers incl 2 special weapons + 2 specialists + 0-1 officer.					
Basic (Auto-shotgun x2)	225	475	+40	All	
Oni Korps UN	**	Std (3)			Officers
STD: 6 troopers incl 1 special weapon + 1 specialist + 0-1 officer. MAX: 12 troopers incl 2 special weapons + 2 specialists + 0-1 officer.					
Basic (Laser rifle, knife)	200	425	+30	All	

Oni Korps TH	**	Std (3)		Officers
STD: 6 troopers incl 1 special weapon + 1 specialist + 0-1 officer. MAX: 12 troopers incl 2 special weapons + 2 specialists + 0-1 officer.				
Basic (Sonic rifle)	200	400	+30	All
Zombie Tacarm Alpha	***	Std (3)	Extra	Officers
3 troopers .				
Basic (Laser gun, zombie gun)	300		+95	Sam (+10)
Zombie Tacarm Beta	***	Std (3)	Extra	Officers
3 troopers .				
Basic (Laser gun, sonic gun)	350		+115	Sam (+10)
Zombie Tacarm Gamma	***	Std (3)	Extra	Officers
3 troopers .				
Basic (Laser gun, mortar gun)	350		+115	Sam (+10)
VEHICLES				
		1 AFV	3 AFVS	Extra Officers
LSACV Light Destroyer	*	175	725	+175 Sam (+15)
LSACV Light Enforcer	*	175	700	+175 Sam (+15)
Medium Destroyer	**	315	-	+315 All
Medium Enforcer	**	375	-	+375 Sam (+15)
Heavy Battletank	***	525	-	+525 Shom (+40)

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

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 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.

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 (★ / ★★★)

70 OFFICER OF ANY SUPER ZOMBIE UNIT

B. SAMEDI

> SAMURAI



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).

410 SOLO VEHICLE UNIT (+ 1-3 MDs)

J. PRIEST
ABOARD 'LIMO'

>>>> DAIMYO



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.

Heroic Pilot

225 OFFICER OF ANY LIGHT ENFORCERS UNIT

B. SAMEDI

ABOARD 'SAT.NIGHT SPECIAL'

> SAMURAI



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.

Heroic Pilot

690 SOLO VEHICLE UNIT (+ 1 HBT)

NATALYA 'BOKOR' BOKOV
ABOARD 'VLAD'

>>>> SHOGUN



Standard Ranged

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

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.

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.

Heroic Pilot

70 OFFICER OF ANY INFANTRY UNIT

J. PRIEST

>>>> DAIMYO



Standard Ranged

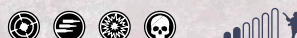
Laser rifle 5 1/0 - 5/1

Equipment & Abilities

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

STD 175 .20/

8 VIRUS ZOMBIES
'CONTAMINATOR'



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.

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.

MAX 250 .20/

12 VIRUS ZOMBIES
'CONTAMINATOR'



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.

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.

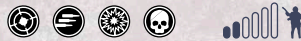
Bio-Explosive

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.

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.

+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 5



Standard Ranged

Autoshotgun 3 1/1 - 5/1

Close Combat

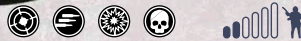
Buzzsaw 4 1/1 - 7/1

Equipment as per unit

+40 SUPER ZOMBIE 'REANIMATOR ALPHA' DAIMYO



5 6 3
14 - 5 5



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 5



Standard Ranged

Autoshotgun 3 1/1 - 5/1

Close Combat

Buzzsaw 4 1/1 - 7/1

Equipment as per unit

+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



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

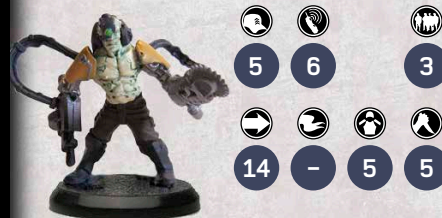


Standard Ranged

Autoshotgun 1	3	1/1	-	5/1
Autoshotgun 2	3	1/1	-	5/1

Equipment as per unit

+40
★
SUPER ZOMBIE
'REANIMATOR BETA'
»»» DAIMYO



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

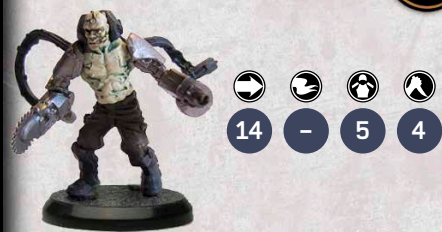


Standard Ranged

Autoshotgun 1	3	1/1	-	5/1
Autoshotgun 2	3	1/1	-	5/1

Equipment as per unit

STD 225 .40/
6
★
SUPER ZOMBIE
'REANIMATOR ALPHA'



Standard Ranged

Autoshotgun	3	1/1	-	5/1
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Close Combat

Buzzsaw	4	1/1	-	7/1
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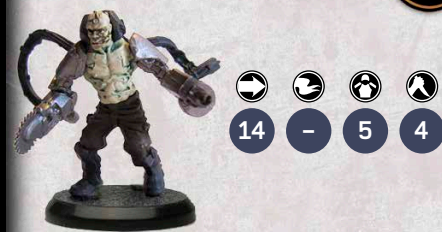
1 Special Weapon

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

MAX 475 .40/
12
★
SUPER ZOMBIE
'REANIMATOR ALPHA'



Standard Ranged

Autoshotgun	3	1/1	-	5/1
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Close Combat

Buzzsaw	4	1/1	-	7/1
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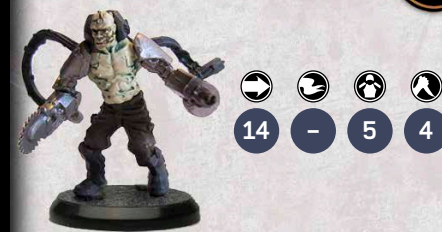
2 Special Weapons

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.

STD 225 .35/
6
★
SUPER ZOMBIE
'REANIMATOR BETA'



Standard Ranged

Autoshotgun 1	3	1/1	-	5/1
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Autoshotgun 2	3	1/1	-	5/1
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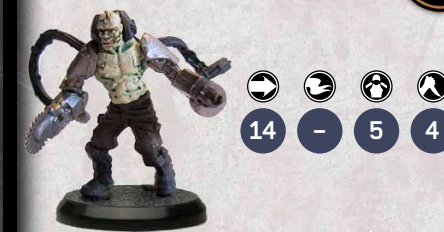
1 Special Weapon

Mortar gun	4	1/0	4	6/1	Indirect fire
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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.

MAX 450 .35/
12
★
SUPER ZOMBIE
'REANIMATOR BETA'



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.

○ +10

ONI KORPS UN » SAMURAI

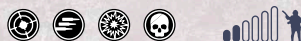


Standard Ranged				
Laser rifle	6	1/0	-	5/1
Close Combat				
Combat knife	4	1/0	-	3/1

Equipment as per unit

○ +15

ONI KORPS UN » BUSHI



Standard Ranged				
Laser rifle	6	1/0	-	5/1
Close Combat				
Combat knife	4	1/0	-	3/1

Equipment as per unit

○ +25

ONI KORPS UN » SHOMYO



Standard Ranged				
Laser rifle	6	1/0	-	5/1
Close Combat				
Combat knife	4	1/0	-	3/1

Equipment as per unit

○ +40

ONI KORPS UN » DAIMYO

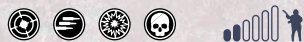


Standard Ranged				
Laser rifle	6	1/0	-	5/1
Close Combat				
Combat knife	4	1/0	-	3/1

Equipment as per unit

○ +60

ONI KORPS UN » SHOGUN

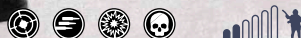


Standard Ranged				
Laser rifle	6	1/0	-	5/1
Close Combat				
Combat knife	4	1/0	-	3/1

Equipment as per unit

STD 200 . 30/

6 ONI KORPS UN



Standard Ranged				
Laser rifle	6	1/0	-	5/1
Close Combat				
Combat knife	4	1/0	-	3/1
1 Special Weapon				
Laser gun	8	1/1	-	14/1

1 Specialist

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

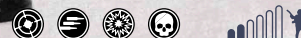
Mechanic Repair. At the beginning or end of his unit's activation can repair a friendly AFV within 2.5cm (including his own). The AFV regains 1 SP in a desired location, and a destroyed location may be chosen.

Equipment

Triple Lens Helmet Ignore enemy **Stealth** ability.

MAX 425 . 30/

12 ONI KORPS UN



Standard Ranged				
Laser rifle	6	1/0	-	5/1
Close Combat				
Combat knife	4	1/0	-	3/1
2 Special Weapons				
Laser gun	8	1/1	-	14/1

2 Specialists

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

Mechanic Repair. 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.

Equipment

Triple Lens Helmet Ignore enemy **Stealth** ability.

○ +10

ONI KORPS TH » SAMURAI



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

Equipment as per unit

○ +15
ONI KORPS TH
 >> BUSHI



Standard Ranged

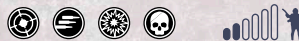
Sonic rifle 5 1/1 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

Equipment as per unit

○ +25
ONI KORPS TH
 >>> SHOMYO



Standard Ranged

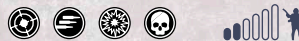
Sonic rifle 5 1/1 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

Equipment as per unit

○ +40
ONI KORPS TH
 >>>> DAIMYO



Standard Ranged

Sonic rifle 5 1/1 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

Equipment as per unit

○ +60
ONI KORPS TH
 >>>>> SHOGUN



Standard Ranged

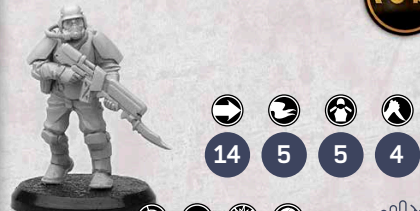
Sonic rifle 5 1/1 - 5/1

Close Combat

Combat knife 5 1/0 - 3/1

Equipment as per unit

STD 200 . 30/
6 ONI KORPS TH



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

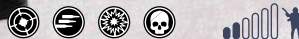
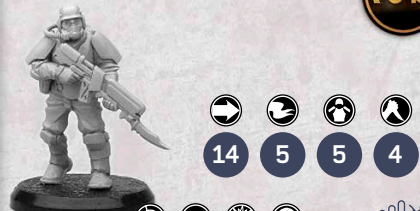
Medic First Aid. Once per round save member of the unit.

Mechanic Repair. 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.

Equipment

Triple Lens Helmet Ignore enemy **Stealth** ability.

MAX 400 . 30/
12 ONI KORPS TH



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

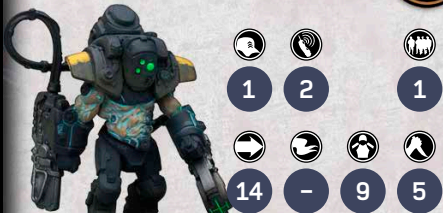
Medic First Aid. Once per round save member of the unit.

Mechanic Repair. 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.

Equipment

Triple Lens Helmet Ignore enemy **Stealth** ability.

○ +10
TACARM ALPHA ZOMBIES
 > SAMURAI



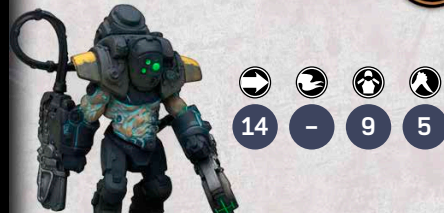
Standard Ranged

Laser gun 7 1/1 - 14/1

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

Equipment as per unit

MAX 300 . 95/
3 TACARM ALPHA ZOMBIES



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.

○ +10

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

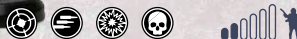
Equipment as per unit

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.

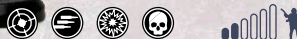
○ +10

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

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.

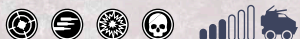
○ 15

LIGHT DESTROYER

> SAMURAI



1 2 1
30 7 11 5



Standard Ranged

Medium Laser cannon	8	2/1	-	15/1
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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.

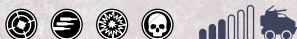
Vehicle Firing arc is front 180° from middle of vehicle.

STD 175 . 175/

1 LIGHT DESTROYER



30 7 11 5



Standard Ranged

Medium Laser cannon	8	2/1	-	15/1
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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.

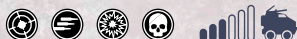
Vehicle Firing arc is front 180° from middle of vehicle.

MAX 725 . 175/

4 LIGHT DESTROYERS



30 7 11 5



Standard Ranged

Medium Laser cannon	8	2/1	-	15/1
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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.

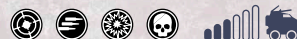
○ 15

LIGHT ENFORCER

> SAMURAI



1 2 1
30 7 11 5



Standard Ranged

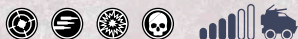
Dual light MG	4	6/0	-	7/1
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Equipment & Abilities

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.

➤ SAMURAI



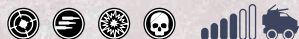
Light dual MG	4	6/0	-	7/1
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Mechanic Repair At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.

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

Closed Transport

1 MEDIUM ENFORCER



Dual light MG	4	6/0	-	7/1
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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

SHOMYO

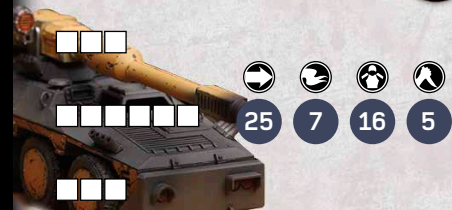


Hvy maser cannon 7	2/1	-	17/3	Maser effect
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Mechanic Repair At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.

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

1 HEAVY BATTLETANK



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

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.

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 tale 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.