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# v3

Feb 2020

Game: **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
- v3 Added summary sheets and changed to layout to fit on fewer sheets. Fixed Star Trooper officer image and 'Bad Dog' card. Fixed support and bunker teams. Incorporated missile launcher cost into points cost on relevant cards. Added G-Pack to Wing Troopers.

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



# UNA

**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
Sergeant A. Borz	+35	1	3	0	Any ** soldier unit
Sergeant A. Borz aboard Bad Dog	+250	1	3	0	Any non-variant Fire Toad unit
Captain H. Newton	+60	4	7	2	Any * soldier unit
Captain H. Newton aboard #1	+300	4	7	2	Any Fire Toad unit
Lieutenant G Epstone	+125	2	5	0	Any DD Tacarm unit
Lieutenant G Epstone + Laser Targeter	+130	2	5	0	Any DD Tacarm unit
Colonel G. Stark	+85	5	9	3	Any Steel trooper unit
Colonel G. Stark aboard Copperhead	+470	5	9	3	Solo AFV

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

	Cost	Authority	Ldrship	# Bonus
1. Sergeant	+10	1	3	0
2. Master Sergeant	+15	1	4	1
3. Lieutenant	+25	2	5	2
4. Captain	+40	4	7	2
5. Colonel	+60	5	9	3

**SOLDIERS**

Star Troopers	*	Std (8)	Max (12)	Extra	Officers
<b>STD:</b> 8 troopers incl 1 special weapon + 0-2 specialists + 0-1 officer. <b>MAX:</b> 12 troopers incl 2 special weapons + 0-2 specialists + 0-1 officer.					
Basic (Assault rifle, knife)		175	250	+20	All
+ grenades		215	310	+25	
+ triple lens helmets		215	310	+25	
+ grenades & helmets		255	370	+30	
+ missile launcher (equip all bearers)		+25	+25		

Steel Troopers	**	Std (6)	Max (9)	Extra	Officers
<b>STD:</b> 6 troopers incl 1 special weapon + 0-2 specialists + 0-1 officer. <b>MAX:</b> 9 troopers incl 2 special weapons + 0-2 specialists + 0-1 officer.					
Basic (Laser rifle, knife)		175	275	+30	All
+ grenades		205	320	+35	
+ triple lens helmets		205	320	+35	
+ grenades & helmets		235	365	+40	
+ missile launcher (equip all bearers)		+25	+25		

Wing Troopers	**	Std (6)	Max (9)	Extra	Officers
<b>STD:</b> 6 troopers incl 1 special weapon + 0-2 specialists + 0-1 officer. <b>MAX:</b> 9 troopers incl 2 special weapons + 0-2 specialists + 0-1 officer.					
Basic (Multilaser, knife, G-pack)		200	325	+35	All
+ grenades		230	370	+40	
+ triple lens helmets		230	370	+40	
+ grenades & helmets		260	415	+45	
+ missile launcher (equip all bearers)		+25	+25		

Shock troopers	**	Std (6)	Max (9)	Extra	Officers
<b>STD:</b> 6 troopers incl 1 special weapon + 0-1 officer. <b>MAX:</b> 9 troopers incl 2 special weapons + 0-1 officer.					
Basic (SMG, powerpike)		200	325	+30	Sgt (+10)
+ G-Pack		230	370	+35	
+ G-Pack & grenades		260	415	+40	

Steel Tacarms	***	Std (3)	Officers
3 troopers including 0-1 officer .			
Basic (Laser gun x2, gyroscopes)		300	Sgt (+10)
+ laser targeter		315	

Shock Tacarms	***	Std (3)	Officers
3 troopers including 0-1 officer .			
Basic (Flamer, powerlance, gyroscopes)		250	Sgt (+10)
+ G-Pack		265	
+ laser targeter		265	
+ G-pack & targeter		280	

Jam Tacarms	***	Std (3)	Officers
3 troopers including 0-1 officer .			
Basic (Jammer, missile launcher, gyroscopes)		275	Sgt (+10)
+ laser targeter		290	

Death Dealer Tacarms	***	Std (3)	Officers
3 troopers including 0-1 officer .			
Basic (Volcano MG x2, gyroscopes)		300	Sgt (+10)
+ laser targeter		315	

**AFVs**

		1 AFV	3 AFVS	Extra	Officers
Fire Toad	*	200	600	+200	Sgt (+15)
FT Light Prince	*	200	600	+200	Sgt (+15)
FT Iron Rain	*	200	600	+200	Sgt (+15)
FT Lancelot	*	150	450	+150	Sgt (+15)
Defender Snake	**	400	-	-	Sgt (+15)
Defender Snake Cobra	**	350	-	-	Sgt (+15)
Defender Snake Cobra M8	**	400	-	-	Sgt (+15)
Fire Crawler	***	775	-	-	Lieut (+40)

**VEHICLES**

	1 Vehicle	Officers
MAPC Defender M12 'Camel' *	250	- - Sgt (+15)
SAMPLE DESIGNATION: STD 175 .20/ 'STANDARD SIZED UNIT WITH A COST OF 175 AP + 20 AP PER EXTRA FIGHTER'		

# UNA SUPPORT UNITS

## SUPPORT UNITS

Star Troopers	*	Std (2)	Extra	Officers
Star Flamer Team		100	+50	None
+ grenades		110	+55	
+ triple lens helmets		110	+55	
+ grenades & helmets		120	+60	
Star MG Team		75	+35	None
+ grenades		85	+40	
+ triple lens helmets		85	+40	
+ grenades & helmets		90	+45	
Star Missile Team		100	+45	None
+ grenades		110	+50	
+ triple lens helmets		110	+50	
+ grenades & helmets		120	+55	
Steel Troopers	**	Std (2)	Extra	Officers
Steel Laser Team		75	+45	None
+ grenades		85	+50	
+ triple lens helmets		85	+50	
+ grenades & helmets		95	+55	
Steel MG Team		75	+40	None
+ grenades		85	+45	
+ triple lens helmets		85	+45	
+ grenades & helmets		95	+50	
Steel Missile Team		100	+50	None
+ grenades		110	+55	
+ triple lens helmets		110	+55	
+ grenades & helmets		120	+60	
Wing Troopers	**	Std (2)	Extra	Officers
Wing Sniper Team		75	+40	None
+ grenades		85	+45	
+ triple lens helmets		85	+45	
+ grenades & helmets		95	+50	
Wing Laser Team		100	+50	None
+ grenades		110	+55	
+ triple lens helmets		110	+55	
+ grenades & helmets		120	+60	
Wing Missile Team		125	+60	None
+ grenades		135	+65	
+ triple lens helmets		135	+65	
+ grenades & helmets		145	+70	

## BUNKER SUPPORT UNITS *(Fortified support unit; requires a bunker)*

Star Troopers Bunker	*	Std (2)	Max (6)	Extra	Officers
<b>STD:</b> 2 troopers incl 2 special weapons. <b>MAX:</b> 6 troopers incl 3 special weapons + 0-2 field engineers + 0-2 medics + 0-1 officer.					
Basic (Volcano MG)		75	200	+20	All
Missile launcher or flamer		+25	+25	-	
Steel Troopers Bunker	**	Std (2)	Max (6)	Extra	Officers
<b>STD:</b> 2 troopers incl 2 special weapons. <b>MAX:</b> 6 troopers incl 3 special weapons + 0-2 mechanics + 0-2 medics + 0-1 officer.					
Basic (Volcano MG or Laser Gun)		75	200	+25	All
Missile launcher		+25	+25	-	

## BUNKER SUPPORT UNIT OFFICERS *(Add cost to unit; officer replaces a standard fighter)*

	Cost	Authority	Ldrship	# Bonus
1. Sergeant	+10	1	3	0
2. Master Sergeant	+15	1	4	1
3. Lieutenant	+25	2	5	2
4. Captain	+40	4	7	2
5. Colonel	+60	5	9	3

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).

When a company includes a **bunker support unit**, all bunkers on the battlefield become neutral **drop points** that can only be used by bunker support units. A bunker support unit requires a bunker; it can only be deployed through bunker drop points and **cannot leave its bunker**.

A bunker support unit can include several types of special weapons but only one type of weapon is fired each round in the same salvo. Flamers still fire one after the other.

## STANDARD ORGANIZATION U.N.A



### Platoon Pattern

Soldier unit (★ / ★★)!

Soldier unit (★★ / ★★★)

Soldier unit (★★) or Support unit (★ / ★★)

Soldier unit (★★★) or Strider unit (★)  
or a vehicle unit (★)

Strider unit (★ / ★★ / ★★★)  
or a Vehicle 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 (C) 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 CENTRAL COMMAND



### Advantage

During the company building, each unit can change a standard fighter into a Sergeant for free.

### Disadvantage

A unit without an officer must make a Morale test at each one of its activations.

### Platoon Pattern

Infantry unit (★★)!

Infantry unit (★ / ★★ / ★★★)

Soldier unit (★★★)

AFV unit (★)

AFV unit (★ / ★★ / ★★★)

## PLATOON PATTERN M.IND



### Advantage

Every AFV of the company gets the Repair ability.

At the beginning or at the end of its unit's activation it can repair a friendly AFV within 2.5cm, including itself.

The repaired AFV recovers 1 SP in a location picked by the player. The chosen location may be a piece of equipment previously destroyed.

### Disadvantage

The company is defeated if all its AFVs are destroyed.

### Platoon Pattern

AFV unit (★ / ★★ / ★★★)!

AFV unit (★ / ★★ / ★★★)

Soldier unit (★★★)

Infantry unit (★ / ★★)

Infantry unit (★ / ★★)

## PLATOON PATTERN MORNINGSTAR



### Advantage

Officers can be either Medics or Mechanics during company building if this ability is not already available.

All the officers of the same company must choose the same speciality.

### Disadvantage

Companies cannot include officers beyond Rank 3 (Lieutenant).

Heroes are an exception.

### Platoon Pattern

AFV unit (★ / ★★)!

Infantry unit or Strider unit (★★)

Infantry unit or AFV unit (★ / ★★)

Infantry unit (★★ / ★★★)

Infantry unit (★★★)

## PLATOON PATTERN UNION



### Advantage

All infantry units get the ability Nerves of Steel. The fighters of these units never need to roll Morale tests.

### Disadvantage

Each combat drill costs 2 LP.

### Platoon Pattern

Soldier unit (★)!

Infantry unit (★ / ★★)

Soldier unit (★ / ★★ / ★★★)

AFV unit (★)

AFV unit (★ / ★★ / ★★★)

## U.N.A. 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 35 OFFICER OF ANY TYPE 2 SOLDIER UNIT

**SGT. A. BORZ**

> SERGEANT



1 3 -

14 5 3 3



Standard Ranged

Laser pistol 3 1/0 - 4/1

Equipment & Abilities

**Leadership** When Borz/Bad Dog is the Commander, roll 2D6 when making Authority tests and keep the best result.

**Designator** May tag an enemy unit in LOS; until the end of the round, indirect fire and locked shot weapons do not need a LOS to the tagged unit.

Q 250 OFFICER OF ANY NON-VARIANT FT UNIT

**SGT. A. BORZ ABOARD 'BAD DOG'**

> SERGEANT



1 3 -

25 8 11 5



Standard Ranged

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

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

Equipment & Abilities

**Leadership** When Borz/Bad Dog is the Commander, roll 2D6 when making Authority tests and keep the best result.

**Designator** May tag an enemy unit in LOS; until the end of the round, indirect fire and locked shot weapons do not need a LOS to the tagged unit.

Heroic Pilot

Q 60 OFFICER OF ANY TYPE 1 SOLDIER UNIT

**CAPT. H. NEWTON**

>>>> CAPTAIN



4 7 +2

14 7 3 3



Standard Ranged

Multilaser 4 1/1 - 5/1

Equipment & Abilities

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

Q 85 OFFICER OF ANY STEEL TROOPER UNIT

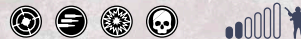
**COLONEL G. STARK**

>>>> COLONEL



5 9 +3

14 10 5 4



Standard Ranged

Laser pistol 3 1/0 - 4/1

Close Combat

Combat knife 4 1/0 - 3/1

Equipment & Abilities

**Leadership** When Stark is the Commander, roll 2D6 when making Authority tests and keep the best result.

**Electro binoculars** Spend 1 LP at any time to see the first card of an opponent's activation sequence.

**Front line officer** A disorganized unit is automatically valiant on activation if one of its fighters can see Stark.

Promise Stark's unit must be deployed first.

Q 470 SOLO AFV UNIT

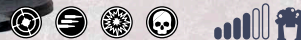
**COL. G. STARK ABOARD 'COPPERHEAD'**

>>>> COLONEL



5 9 -

20 12 13 5



Standard Ranged

Medium missile launcher 3+ 2/0 - 14/2

Medium mortar 4 1/0 7 6/1

Equipment & Abilities

**Leadership** When Stark/CH is the Commander, roll 2D6 when making Authority tests and keep the best result.

**Electro binoculars** Spend 1 LP at any time to see the first card of an opponent's activation sequence.

**Front line officer** A disorganized unit is automatically valiant on activation if one of its fighters can see CH.

Promise Copperhead must be deployed first.

Heroic Pilot

Q 125 OFFICER OF ANY DD TACARM UNIT

**LT. G. EPSTONE**

>>> LIEUTENANT



2 5 -

14 8 9 4



Standard Ranged

Volcano MG 1 4 3/0 - 7/1

Volcano MG 2 4 3/0 - 7/1

Equipment & Abilities

Gyroscopes

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

White Stars Marksmanship Medal

+1 re-roll for ranged weapons.

Q 130 OFFICER OF ANY DD TACARM UNIT

**LT. G. EPSTONE**

>>> LIEUTENANT



2 5 -

14 8 9 4



Standard Ranged

Volcano MG 1 4 3/0 - 7/1

Volcano MG 2 4 3/0 - 7/1

Equipment & Abilities

Gyroscopes

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

Laser Targeter

**Designator** May tag an enemy unit in LOS; until the end of the round, indirect fire and locked shot weapons do not need a LOS to the tagged unit.

White Stars Marksmanship Medal

+1 re-roll for ranged weapons.





MAX 275 . 20/  
12 STAR TROOPERS ★



14 4 4 3



Standard Ranged				
Assault rifle	3	1/1	-	4/1
Close Combat				
Combat knife	4	1/0	-	3/1
2 Special Weapons				
Missile launcher	3+	1/0	-	13/2 Locked shot

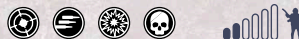
0-2 Specialists

**Medic First Aid.** Once per round save member of the unit.  
**Combat Engineer Sabotage.** Remove a terrain element within 2.5cm during unit's activation.

MAX 250 . 20/  
12 STAR TROOPERS ★



14 4 4 3



Standard Ranged				
Assault rifle	3	1/1	-	4/1
Close Combat				
Combat knife	4	1/0	-	3/1
2 Special Weapons				
Flamer	[25]	1/0	4	8/1 Indirect fire Projection

0-2 Specialists

**Medic First Aid.** Once per round save member of the unit.  
**Combat Engineer Sabotage.** Remove a terrain element within 2.5cm during unit's activation.

MAX 250 . 20/  
12 STAR TROOPERS ★



14 4 4 3



Standard Ranged				
Assault rifle	3	1/1	-	4/1
Close Combat				
Combat knife	4	1/0	-	3/1
2 Special Weapons				
Volcano MG	3	3/0	-	7/1

0-2 Specialists

**Medic First Aid.** Once per round save member of the unit.  
**Combat Engineer Sabotage.** Remove a terrain element within 2.5cm during unit's activation.

+10  
STEEL TROOPER ★  
» SERGEANT



1 3 -  
14 5 5 4



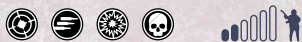
Standard Ranged				
Laser rifle	5	1/0	-	5/1
Close Combat				
Combat knife	4	1/0	-	3/1

Equipment as per unit

+15  
STEEL TROOPER ★  
» MASTER SERGEANT



1 4 1  
14 5 5 4



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

Equipment as per unit

+25  
STEEL TROOPER ★  
»» LIEUTENANT



2 5 2  
14 5 5 4



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

Equipment as per unit

+40  
STEEL TROOPER ★  
»»» CAPTAIN



4 7 2  
14 5 5 4



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

Equipment as per unit

+60  
STEEL TROOPER ★  
»»»» COLONEL



5 9 3  
14 5 5 4



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

Equipment as per unit



STD 200 .30/  
6 STEEL TROOPERS ★



14 5 5 4



Standard Ranged				
Laser rifle	5	1/0	-	5/1
Close Combat				
Combat knife	4	1/0	-	3/1
1 Special Weapon				
Missile launcher	3+	1/0	-	13/2 Locked shot

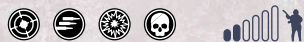
0-2 Specialists

**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 1 SP of a friendly AFV within 2.5cm.

MAX 275 .30/  
9 STEEL TROOPERS ★



14 5 5 4



Standard Ranged				
Laser rifle	5	1/0	-	5/1
Close Combat				
Combat knife	4	1/0	-	3/1
2 Special Weapons				
Laser gun	7	1/1	-	14/1

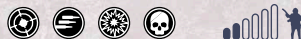
0-2 Specialists

**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 1 SP of a friendly AFV within 2.5cm.

STD 175 .30/  
6 STEEL TROOPERS ★



14 5 5 4



Standard Ranged				
Laser rifle	5	1/0	-	5/1
Close Combat				
Combat knife	4	1/0	-	3/1
1 Special Weapon				
Laser gun	7	1/1	-	14/1

0-2 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 1 SP of a friendly AFV within 2.5cm.

STD 175 .30/  
6 STEEL TROOPERS ★



14 5 5 4



Standard Ranged				
Laser rifle	5	1/0	-	5/1
Close Combat				
Combat knife	4	1/0	-	3/1
1 Special Weapon				
Volcano MG	4	3/0	-	7/1

0-2 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 1 SP of a friendly AFV within 2.5cm.

STD 300 .30/  
9 STEEL TROOPERS ★



14 5 5 4



Standard Ranged				
Laser rifle	5	1/0	-	5/1
Close Combat				
Combat knife	4	1/0	-	3/1
2 Special Weapons				
Missile launcher	3+	1/0	-	13/2 Locked shot

0-2 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 1 SP of a friendly AFV within 2.5cm.

+10  
WING TROOPER ★  
» SERGEANT



1 3 -  
18 5 5 4



Standard Ranged				
Multilaser	2	1/1	-	5/1
Close Combat				
Combat knife	4	1/0	-	3/1

Equipment as per unit

+15  
WING TROOPER ★  
» MASTER SERGEANT



1 4 1  
18 5 5 4



Standard Ranged				
Multilaser	2	1/1	-	5/1
Close Combat				
Combat knife	4	1/0	-	3/1

Equipment as per unit





MAX 325 . 35/

## 9 WING TROOPERS ★



18 5 5 4



### Standard Ranged

Multilaser 2 1/1 - 5/1

### Close Combat

Combat knife 4 1/0 - 3/1

### 2 Special weapons

Sniper gun 10 1/0 - 8/1 Sniper

### Equipment

G Pack **Rocket Jump**: can jump over miniatures and terrain elements during movement.

### 0-2 Specialists

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

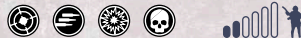
+10

## SHOCK TROOPER ★

► SERGEANT



1 3 -  
14 5 5 5



### Standard Ranged

SMG 1 2/0 - 4/1

### Close Combat

Powerpike 7 1/1 - 7/1

Equipment as per unit

STD 200 . 30/

## 6 SHOCK TROOPERS ★



14 5 5 5



### Standard Ranged

SMG 1 2/0 - 4/1

### Close Combat

Powerpike 7 1/1 - 7/1

### 1 Special Weapon

Flamer [25] 1/0 4 8/1 Indirect fire Projection

Equipment as per unit

STD 325 . 30/

## 9 SHOCK TROOPERS ★



14 5 5 5



### Standard Ranged

SMG 1 2/0 - 4/1

### Close Combat

Powerpike 7 1/1 - 7/1

### 2 Special Weapons

Flamer [25] 1/0 4 8/1 Indirect fire Projection

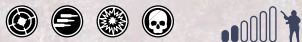
+10

## STEEL TACARM ★★

► SERGEANT



1 3 -  
14 6 9 4



### Standard Ranged

Laser gun 1 7 1/1 - 14/1

Laser gun 2 7 1/1 - 14/1

Equipment as per unit

STD 300

## 3 STEEL TACARMS ★★



14 6 9 4



### Standard Ranged

Laser gun 1 7 1/1 - 14/1

Laser gun 2 7 1/1 - 14/1

### Equipment

Gyroscopes

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

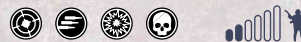
+10

## SHOCK TACARM ★★

► SERGEANT



1 3 -  
14 6 9 5



### Standard Ranged

Flamer [25] 1/0 4 8/1 Indirect fire Projection

### Close Combat

Powerlance 7 1/1 - 11/1

Equipment as per unit

STD 250

## 3 SHOCK TACARMS ★★



14 6 9 5



### Standard Ranged

Flamer [25] 1/0 4 8/1 Indirect fire Projection

### Close Combat

Powerlance 7 1/1 - 11/1

### Equipment

Gyroscopes

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



● +10

## JAM TACARM

> SERGEANT



### Standard Ranged

Jammer	5	1/0	-	3+/1	Jammer
Missile launcher	3+	1/0	-	13/2	Locked shot

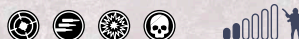
Equipment as per unit

★★



STD 275

## 3 JAM TACARMS



### Standard Ranged

Jammer	5	1/0	-	3+/1	Jammer
Missile launcher	3+	1/0	-	13/2	Locked shot

### Equipment

Gyroscopes

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

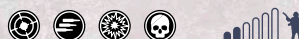
★★



● +15

## DEATH DEALER TACARM

> SERGEANT



### Standard Ranged

Volcano MG 1	4	3/0	-	7/1
Volcano MG 2	4	3/0	-	7/1

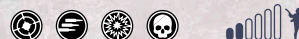
Equipment as per unit

★★



STD 300

## 3 DEATH DEALER TACARMS



### Standard Ranged

Volcano MG 1	4	3/0	-	7/1
Volcano MG 2	4	3/0	-	7/1

### Equipment

Gyroscopes

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

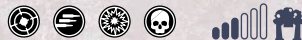
★★



● +15

## FIRE TOAD

> SERGEANT



### Standard Ranged

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

★



MAX 200 . 200/

## 1 FIRE TOAD



### Standard Ranged

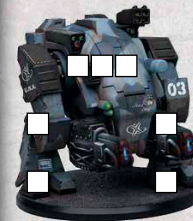
Lt laser cannon 1	8	1/1	-	14/1
Lt laser cannon 2	8	1/1	-	14/1

★



MAX 600 . 200/

## 3 FIRE TOADS



### Standard Ranged

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

★

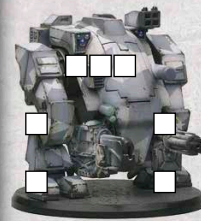


● +15

## FIRE TOAD

LIGHT PRINCE

> SERGEANT



### Standard Ranged

Lt laser cannon	8	1/1	-	14/1
Lt MG	5	3/1	-	7/1

★





MAX 200 . 200/

**1 FIRE TOAD**  
LIGHT PRINCE



25 7 11 5

Standard Ranged

Lt laser cannon 8 1/1 - 14/1  
Lt MG 5 3/1 - 7/1

MAX 600 . 200/

**3 FIRE TOADS**  
LIGHT PRINCE



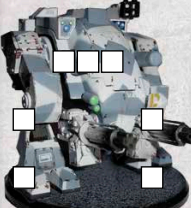
25 7 11 5

Standard Ranged

Lt laser cannon 8 1/1 - 14/1  
Lt MG 5 3/1 - 7/1

+15

**FIRE TOAD** IRON RAIN  
SERGEANT



1 3 -

25 7 11 5

Standard Ranged

Lt MG 1 5 3/1 - 7/1  
Lt MG 1 5 3/1 - 7/1

STD 200 . 200/

**1 FIRE TOAD**  
IRON RAIN



25 7 11 5

Standard Ranged

Lt MG 1 5 3/1 - 7/1  
Lt MG 1 5 3/1 - 7/1

MAX 600 . 200/

**3 FIRE TOADS**  
IRON RAIN



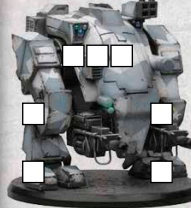
25 7 11 5

Standard Ranged

Lt MG 1 5 3/1 - 7/1  
Lt MG 1 5 3/1 - 7/1

+15

**FIRE TOAD** LANCELOT  
SERGEANT



1 3 -

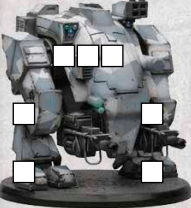
25 7 11 5

Standard Ranged

Light grenade launcher 1 4 1/0 3 5/1  
Light grenade launcher 2 4 1/0 3 5/1

STD 150 . 150/

**1 FIRE TOAD**  
LANCELOT



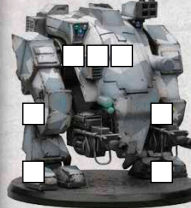
25 7 11 5

Standard Ranged

Light grenade launcher 1 4 1/0 3 5/1  
Light grenade launcher 2 4 1/0 3 5/1

MAX 450 . 150/

**3 FIRE TOADS**  
LANCELOT



25 7 11 5

Standard Ranged

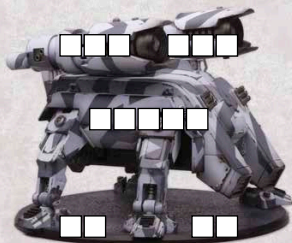
Light grenade launcher 1 4 1/0 3 5/1  
Light grenade launcher 2 4 1/0 3 5/1



+40

# FIRE CRAWLER

>>> LIEUTENANT



2 5 2 20 9 15 5

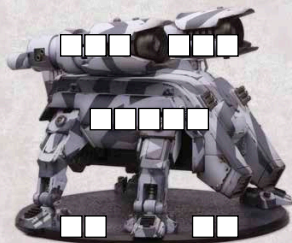


## Standard Ranged

Heavy graser 1 7 3/0 - 17/2  
Heavy graser 2 7 3/0 - 17/2

STD 775

# 1 FIRE CRAWLER



20 9 15 5



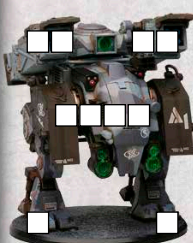
## Standard Ranged

Heavy graser 1 7 3/0 - 17/2  
Heavy graser 2 7 3/0 - 17/2

+15

# DEFENDER SNAKE

> SERGEANT



1 3 -  
20 8 13 5



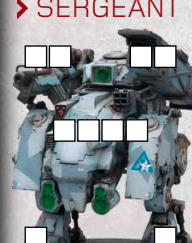
## Standard Ranged

Medium missile launcher 3+ 2/0 - 14/2 Locked shot  
Medium missile launcher 3+ 2/0 - 14/2 Locked shot

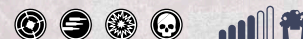
+15

# DEFENDER SNAKE

> SERGEANT



1 3 -  
20 8 13 5



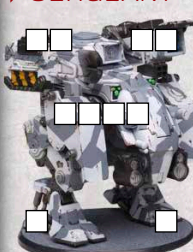
## Standard Ranged

Medium missile launcher 3+ 2/0 - 14/2 Locked shot  
Medium mortar 4 1/0 7 6/1 Indirect fire

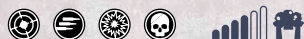
+15

# DEFENDER SNAKE

> SERGEANT



1 3 -  
20 8 13 5



## Standard Ranged

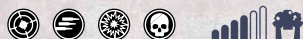
Medium missile launcher 3+ 2/0 - 14/2 Locked shot  
Medium laser cannon 8 2/1 - 15/1

STD 400

# 1 DEFENDER SNAKE



20 8 13 5



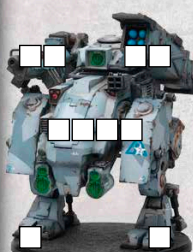
## Standard Ranged

Medium missile launcher 3+ 2/0 - 14/2 Locked shot  
Medium missile launcher 3+ 2/0 - 14/2 Locked shot

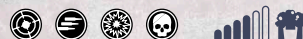
STD 350

# 1 DEFENDER SNAKE

COBRA



20 8 13 5



## Standard Ranged

Medium missile launcher 3+ 2/0 - 14/2 Locked shot  
Medium mortar 4 1/0 7 6/1 Indirect fire

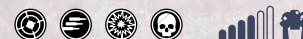
STD 400

# 1 DEFENDER SNAKE

COBRA M8



20 8 13 5



## Standard Ranged

Medium missile launcher 3+ 2/0 - 14/2 Locked shot  
Medium laser cannon 8 2/1 - 15/1



Standard Ranged				
Lt laser cannon 1	8	1/1	-	14/1
Lt laser cannon 2	8	1/1	-	14/1
Abilities & Equipment				
<b>Anti-G Generator</b> <b>Rocket Jump:</b> can jump over miniatures and terrain elements during movement.				
<b>Vehicle</b> Variable altitude; limited shooting arc (front 180°).				



### Heroic Pilot

Standard Ranged				
Lt laser cannon 1	8	1/1	-	14/1
Lt laser cannon 2	8	1/1	-	14/1
Abilities & Equipment				
Anti-G Generator <b>Rocket Jump:</b> can jump over miniatures and terrain elements during movement.				
<b>Vehicle</b> Variable altitude; limited shooting arc (front 180°).				

PLACE UNDER UNIT CARD

## Additional Equipment

**Laser Targeter**  
**Designator** May **tag** an enemy unit in LOS, until the end of the round, indirect fire and locked shot weapons do not need a LOS to the tagged unit.

### Additional Equipment

**G-Pack**  
**Rocket Jump:** can jump over miniatures and terrain elements during movement.

### Additional Equipment

**G-Pack**

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

**Laser Targeter**

**Designator:** May tag an enemy unit in LOS, until the end of the round, indirect fire and locked shot weapons do not need a LOS to the tagged unit.



# ADDITIONAL EQUIPMENT

PLACE UNDER UNIT CARD / NOTE NEW COST OF EXTRA FIGHTERS

ADDITIONAL EQUIPMENT  
OPTIONS

+ GRENADES

EACH EXTRA FIGHTER ADDED NOW 25/  
8 STAR TROOPERS

+40

EACH EXTRA FIGHTER ADDED NOW 25/  
12 STAR TROOPERS

+60

EACH EXTRA FIGHTER ADDED NOW 35/  
6 STEEL TROOPERS

+30

EACH EXTRA FIGHTER ADDED NOW 35/  
9 STEEL TROOPERS

+45

EACH EXTRA FIGHTER ADDED NOW 40/  
6 WING TROOPERS

+30

EACH EXTRA FIGHTER ADDED NOW 40/  
9 WING TROOPERS

+45

EACH EXTRA FIGHTER ADDED NOW 35/  
6 SHOCK TROOPERS

+30

EACH EXTRA FIGHTER ADDED NOW 35/  
9 SHOCK TROOPERS

+45

Additional Equipment

Grenades

0

1/0

1

4/1

Indirect fire

Triple Lense Helmets

+1 Accuracy direct fire weapons

ADDITIONAL EQUIPMENT  
OPTIONS

+ TRIPLE LENSE HELMETS

EACH EXTRA FIGHTER ADDED NOW 25/  
8 STAR TROOPERS

+40

EACH EXTRA FIGHTER ADDED NOW 25/  
12 STAR TROOPERS

+60

EACH EXTRA FIGHTER ADDED NOW 35/  
6 STEEL TROOPERS

+30

EACH EXTRA FIGHTER ADDED NOW 35/  
12 STEEL TROOPERS

+45

EACH EXTRA FIGHTER ADDED NOW 40/  
6 WING TROOPERS

+30

EACH EXTRA FIGHTER ADDED NOW 40/  
9 WING TROOPERS

+45

Additional Equipment

Triple Lense Helmets

+1 Accuracy direct fire weapons

ADDITIONAL EQUIPMENT  
OPTIONS

+ GRENADES  
+ TRIPLE LENSE HELMETS

EACH EXTRA FIGHTER ADDED NOW 30/  
8 STAR TROOPERS

+80

EACH EXTRA FIGHTER ADDED NOW 30/  
12 STAR TROOPERS

+120

EACH EXTRA FIGHTER ADDED NOW 40/  
6 STEEL TROOPERS

+60

EACH EXTRA FIGHTER ADDED NOW 40/  
9 STEEL TROOPERS

+90

EACH EXTRA FIGHTER ADDED NOW 45/  
6 WING TROOPERS

+60

EACH EXTRA FIGHTER ADDED NOW 45/  
9 WING TROOPERS

+90

Additional Equipment

Grenades

0

1/0

1

4/1

Indirect fire

Triple Lense Helmets

+1 Accuracy direct fire weapons

ADDITIONAL EQUIPMENT  
OPTIONS

+ G-PACK

EACH EXTRA FIGHTER ADDED NOW 35/  
6 SHOCK TROOPERS

+30

EACH EXTRA FIGHTER ADDED NOW 35/  
9 SHOCK TROOPERS

+45

Additional Equipment

G-Pack

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

ADDITIONAL EQUIPMENT  
OPTIONS

+ GRENADES  
+ G-PACK

EACH EXTRA FIGHTER ADDED NOW 40/  
6 SHOCK TROOPERS

+60

EACH EXTRA FIGHTER ADDED NOW 40/  
9 SHOCK TROOPERS

+90

Additional Equipment

Grenades

0

1/0

1

4/1

Indirect fire

G-Pack

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

STD 100 . 50/  
**2 STAR FLAMER TEAM** ★ SUPPORT  
 STAR TROOPERS



14 4 4 3



2 Special Weapons

Flamer [25] 1/0 4 8/1 Indirect fire  
 Projection

STD 75 . 35/  
**2 STAR MG TEAM** ★ SUPPORT  
 STAR TROOPERS



14 4 4 3



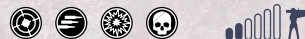
2 Special Weapons

Volcano MG 3 3/0 - 7/1

STD 100 . 45/  
**2 STAR MISSILE TEAM** ★ SUPPORT  
 STAR TROOPERS



14 4 4 3



2 Special Weapons

Missile launcher 3+ 1/0 - 13/2 Locked shot

STD 75 . 45/  
**2 STEEL LASER TEAM** ★ SUPPORT  
 STEEL TROOPERS



14 5 5 4



2 Special Weapons

Laser gun 7 1/1 - 14/1

STD 75 . 40/  
**2 STEEL MG TEAM** ★ SUPPORT  
 STEEL TROOPERS



14 5 5 4



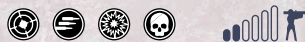
2 Special Weapons

Volcano MG 3 3/0 - 7/1

STD 100 . 50/  
**2 STEEL MISSILE TEAM** ★ SUPPORT  
 STEEL TROOPERS



14 5 5 4



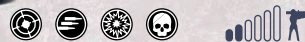
2 Special Weapons

Missile launcher 3+ 1/0 - 13/2 Locked shot

STD 75 . 45/  
**2 WING SNIPER TEAM** ★ SUPPORT  
 WING TROOPERS



14 5 5 4



2 Special Weapons

Volcano MG 3 3/0 - 7/1

STD 100 . 50/  
**2 WING LASER TEAM** ★ SUPPORT  
 WING TROOPERS



14 5 5 4



2 Special Weapons

Laser gun 7 1/1 - 14/1





STD 100  
2 STAR TROOPER BUNKER  
STAR TROOPERS



14 4 4 3



2 Special Weapons

Flamer [25] 1/0 4 8/1 Indirect fire  
Projection

STD 200 . 20/  
6 STAR TROOPER BUNKER  
STAR TROOPERS



14 4 4 3



3 Special Weapons

Volcano MG 3 3/0 - 7/1

0-2 Specialists

**Medic First Aid.** Once per round save member of the unit.  
**Combat Engineer Sabotage.** Remove a terrain element within 2.5cm during unit's activation.

STD 225  
6 STAR TROOPER BUNKER  
STAR TROOPERS



14 4 4 3



3 Special Weapons

Missile launcher 3+ 1/0 - 13/2 Locked shot

0-2 Specialists

**Medic First Aid.** Once per round save member of the unit.  
**Combat Engineer Sabotage.** Remove a terrain element within 2.5cm during unit's activation.

STD 225  
6 STAR TROOPER BUNKER  
STAR TROOPERS



14 4 4 3



3 Special Weapons

Flamer [25] 1/0 4 8/1 Indirect fire  
Projection

0-2 Specialists

**Medic First Aid.** Once per round save member of the unit.  
**Combat Engineer Sabotage.** Remove a terrain element within 2.5cm during unit's activation.

+10  
STEEL TROOPER BUNKER  
» SERGEANT



1 3 -  
14 5 5 4



Standard Ranged

Laser rifle 5 1/0 - 5/1

Close Combat

Combat knife 4 1/0 - 3/1

Equipment as per unit

+15  
STEEL TROOPER BUNKER  
» MASTER SERGEANT



1 4 1  
14 5 5 4



Standard Ranged

Laser rifle 5 1/0 - 5/1

Close Combat

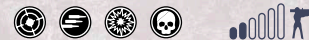
Combat knife 4 1/0 - 3/1

Equipment as per unit

+25  
STEEL TROOPER BUNKER  
» LIEUTENANT



2 5 2  
14 5 5 4



Standard Ranged

Laser rifle 5 1/0 - 5/1

Close Combat

Combat knife 4 1/0 - 3/1

Equipment as per unit

+40  
STEEL TROOPER BUNKER  
» CAPTAIN



4 7 2  
14 5 5 4



Standard Ranged

Laser rifle 5 1/0 - 5/1

Close Combat

Combat knife 4 1/0 - 3/1

Equipment as per unit



• +60

## STEEL TROOPER BUNKER

COLONEL



### Standard Ranged

Laser rifle 5 1/0 - 5/1

### Close Combat

Combat knife 4 1/0 - 3/1

Equipment as per unit

STD 75 .25/

## STEEL TROOPER BUNKER

STEEL TROOPERS



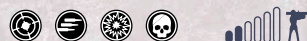
### Special Weapons

Volcano MG 3 3/0 - 7/1

STD 100

## STEEL TROOPER BUNKER

STEEL TROOPERS



### Special Weapons

Laser gun 7 1/1 - 14/1

STD 100

## STEEL TROOPER BUNKER

STEEL TROOPERS



### Special Weapons

Missile launcher 3+ 1/0 - 13/2 Locked shot

## STEEL TROOPER BUNKER

STEEL TROOPERS



### Special Weapons

Volcano MG 3 3/0 - 7/1

STD 225

## STEEL TROOPER BUNKER

STEEL TROOPERS



### Special Weapons

Laser gun 7 1/1 - 14/1

STD 225

## STEEL TROOPER BUNKER

STEEL TROOPERS



### Special Weapons

Missile launcher 3+ 1/0 - 13/2 Locked shot

## BUNKER



Only fighters of Size 2 or smaller can enter a bunker. A unit in a bunker cannot be issued the **Take Cover!** drill. Each bunker has a single access to the rear. The loophole allows a unit to shoot, but not fight in close combat.

### Abilities

**Improved Cover** A unit in a bunker gets 3+ cover tests. This also applies to artillery strikes and indirect fire weapons, except **Projection** weapons.

**Secured** A bunker cannot be **Sabotaged**.

### Damage

If the general structure of a bunker is destroyed, the whole bunker is destroyed. If the roof is destroyed, Improved Cover and Secured rules no longer apply and bunker weapons are destroyed.

**Damage Location:** 1-2 Roof; 3-5 General; 6 Weapon chosen by player, or roof if bunker is not armed.

### 0-2 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 1 SP of a friendly AFV within 2.5cm.

### 0-2 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 1 SP of a friendly AFV within 2.5cm.

### 0-2 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 1 SP of a friendly AFV within 2.5cm.



# UNA SUPPORT TEAMS ADDITIONAL EQUIPMENT OPTIONS

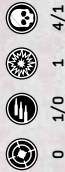
PLACE UNDER UNIT CARD / NOTE NEW COST OF EXTRA FIGHTERS

## ADDITIONAL EQUIPMENT OPTIONS SUPPORT TEAMS

+ GRENADES  
+ TRIPLE LENSE HELMETS

2	STAR FLAMER TEAM	+20
EACH EXTRA FIGHTER ADDED NOW 60/		
2	STAR MG TEAM	+15
EACH EXTRA FIGHTER ADDED NOW 45/		
2	STAR MISSILE TEAM	+20
EACH EXTRA FIGHTER ADDED NOW 55/		
2	STEEL LASER TEAM	+20
EACH EXTRA FIGHTER ADDED NOW 50/		
2	STEEL MG TEAM	+20
EACH EXTRA FIGHTER ADDED NOW 60/		
2	STEEL MISSILE TEAM	+20
EACH EXTRA FIGHTER ADDED NOW 60/		
2	WING LASER TEAM	+20
EACH EXTRA FIGHTER ADDED NOW 50/		
2	WING SNIPER TEAM	+20
EACH EXTRA FIGHTER ADDED NOW 70/		
2	WING MISSILE TEAM	+20

Additional Equipment



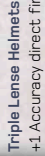
Grenades 0 1/0 1 4/1 Indirect fire  
Triple Lense Helmets  
+1 Accuracy direct fire weapons

## ADDITIONAL EQUIPMENT OPTIONS SUPPORT TEAMS

+ TRIPLE LENSE HELMETS

2	STAR FLAMER TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 55/		
2	STAR MG TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 50/		
2	STAR MISSILE TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 50/		
2	STEEL LASER TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 45/		
2	STEEL MG TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 55/		
2	STEEL MISSILE TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 55/		
2	WING LASER TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 45/		
2	WING SNIPER TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 65/		
2	WING MISSILE TEAM	+10

Additional Equipment



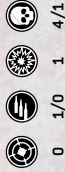
Triple Lense Helmets  
+1 Accuracy direct fire weapons

## ADDITIONAL EQUIPMENT OPTIONS SUPPORT TEAMS

+ GRENADES

2	STAR FLAMER TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 55/		
2	STAR MG TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 50/		
2	STAR MISSILE TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 50/		
2	STEEL LASER TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 45/		
2	STEEL MG TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 55/		
2	STEEL MISSILE TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 55/		
2	WING LASER TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 45/		
2	WING SNIPER TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 65/		
2	WING MISSILE TEAM	+10

Additional Equipment



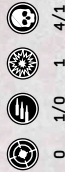
Grenades 0 1/0 1 4/1 Indirect fire

## ADDITIONAL EQUIPMENT OPTIONS SUPPORT TEAMS

+ GRENADES  
+ TRIPLE LENSE HELMETS

2	STAR FLAMER TEAM	+20
EACH EXTRA FIGHTER ADDED NOW 60/		
2	STAR MG TEAM	+15
EACH EXTRA FIGHTER ADDED NOW 45/		
2	STAR MISSILE TEAM	+20
EACH EXTRA FIGHTER ADDED NOW 55/		
2	STEEL LASER TEAM	+20
EACH EXTRA FIGHTER ADDED NOW 50/		
2	STEEL MG TEAM	+20
EACH EXTRA FIGHTER ADDED NOW 60/		
2	STEEL MISSILE TEAM	+20
EACH EXTRA FIGHTER ADDED NOW 60/		
2	WING LASER TEAM	+20
EACH EXTRA FIGHTER ADDED NOW 50/		
2	WING SNIPER TEAM	+20
EACH EXTRA FIGHTER ADDED NOW 70/		
2	WING MISSILE TEAM	+20

Additional Equipment



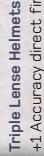
Grenades 0 1/0 1 4/1 Indirect fire  
Triple Lense Helmets  
+1 Accuracy direct fire weapons

## ADDITIONAL EQUIPMENT OPTIONS SUPPORT TEAMS

+ TRIPLE LENSE HELMETS

2	STAR FLAMER TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 55/		
2	STAR MG TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 50/		
2	STAR MISSILE TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 50/		
2	STEEL LASER TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 45/		
2	STEEL MG TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 55/		
2	STEEL MISSILE TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 55/		
2	WING LASER TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 45/		
2	WING SNIPER TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 65/		
2	WING MISSILE TEAM	+10

Additional Equipment



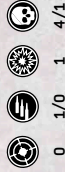
Triple Lense Helmets  
+1 Accuracy direct fire weapons

## ADDITIONAL EQUIPMENT OPTIONS SUPPORT TEAMS

+ GRENADES

2	STAR FLAMER TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 55/		
2	STAR MG TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 50/		
2	STAR MISSILE TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 50/		
2	STEEL LASER TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 45/		
2	STEEL MG TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 55/		
2	STEEL MISSILE TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 55/		
2	WING LASER TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 45/		
2	WING SNIPER TEAM	+10
EACH EXTRA FIGHTER ADDED NOW 65/		
2	WING MISSILE TEAM	+10

Additional Equipment



Grenades 0 1/0 1 4/1 Indirect fire