Another game aid by **Universal Head**

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Game: **AT-43**

Publisher: **Rackham Entertainment (2006)**

v3.1

Mar 2011

AT43 Unit activation tokens

v1	initial release
v1.1	added heroes
v2	added more tokens, range tokens, special tokens and turn record 'coaster'
v2.1	fixed Strielitz Kolossus token
v3	added Cog and ONI tokens
v3.1	added Cog: Stalkers, Karman: K-Burners, changed Jindo-Un, Easy Trike, Therian: Succubus Golgoth, Storm Arachns, Incubus & Poltergeist Golgoths, UNA: Fire Toad Iron Rain, Light Prince & Lancelot

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

Universal Head. Design That Works. **www.universalhead.com**

Making these tokens

1. Print onto quality glossy paper stock
2. Buy a container of 50mm laser-cut wooden discs from Gale Force Nine:

   http://www.gf9.com/store/product_info.php?cPath=64&products_id=369)

   and spray paint them black (or use cardboard or whatever is preferred).
3. Cut out the graphics using a circle cutter set to about 48mm diameter and attach them to the discs using spray adhesive
4. Paint a couple of coats of gloss varnish on both sides.

STAR TROOPERS

STAR TROOPERS

WING TROOPERS

WING TROOPERS

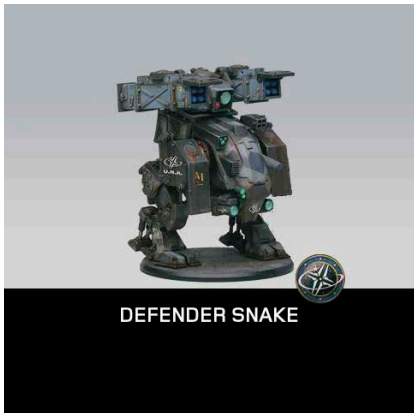
STEEL TROOPERS

STEEL TROOPERS

SHOCK TROOPERS

SHOCK TROOPERS

DEFENDER SNAKE
COBRA M8



DEFENDER SNAKE

SGT. A. BORZ

SGT. A. BORZ
ABOARD 'BAD DOG'

CAPT. H. NEWTON

CAPT. H. NEWTON
ABOARD 'NUMBER 1'

COL. G. STARK

COL. G. STARK
ABOARD 'COPPERHEAD'

LT. G. EPSTONE

FIRE CRAWLER

STEEL TACARMS

SHOCK TACARMS

JAM TACARMS

DEATH DEALER
TACARMS

FIRE TOAD

FIRE TOAD

FIRE TOAD

FIRE TOADS

FIRE TOAD
LIGHT PRINCE

FIRE TOAD
IRON RAIN

FIRE TOAD
LANCELOT

ASSAULT GOLIATHS

BANE GOLIATHS

ASSAULT GOLEMS

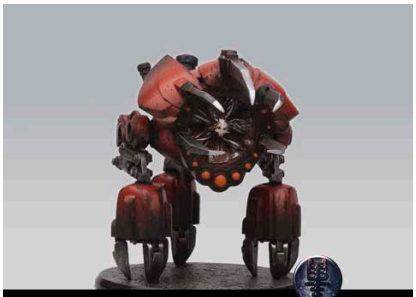
ASSAULT GOLEMS

STORM GOLEMS

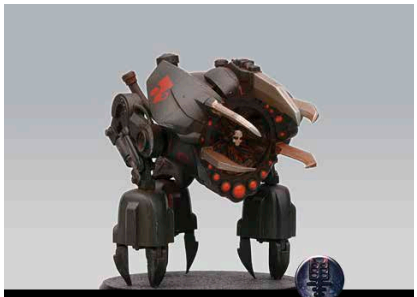
STORM GOLEMS

GRIM GOLEMS

GRIM GOLEMS



HEKAT GOLGOTH



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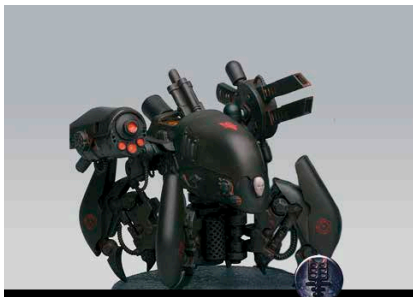
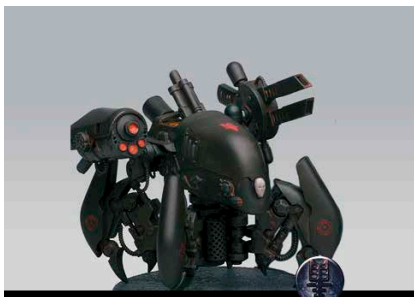
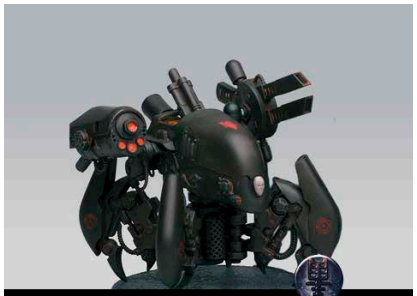


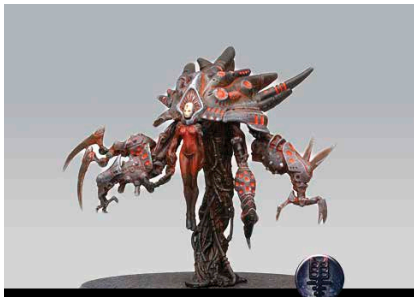
WRAITH GOLGOTH



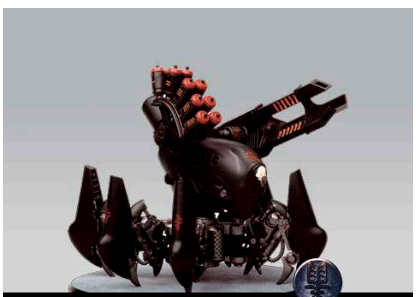
WRAITH GOLGOTHS



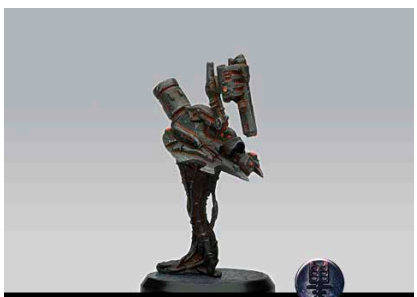
NIMIT-URASH



OMEGA TIAMAT



BAAL GOLGOTH



ASSAULT MEDUSAS

SUCCUBUS
GOLGOTH

STORM ARACHNS

STORM ARACHNS

INCUBUS GOLGOTH

POLTERGEIST
GOLGOTH

ANAKONGAS

ANAKONGAS

KAPTARS

KAPTARS

WENDIGO

WENDIGO

YETI

YETI

K-FIGHTERS

K-WARRIORS

K-WARRIORS

K-BURNERS

KING BUGGY

KING MAMMOTH

ANUMAN ABOARD
'JINDO-UN'

LUCIUS ABOARD
'DIAMOND'

EASY TRIKES

EASY TRIKE

EASY TRIKE

EASY TRIKE

SPETSNATZ
KOMMANDOS

SPETSNATZ
KOMMANDOS

DRAGONOV
KOMMANDOS

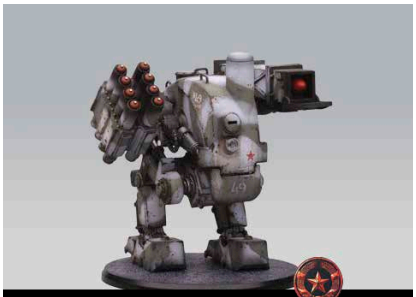
DRAGONOV
KOMMANDOS

RPG SOLDATY

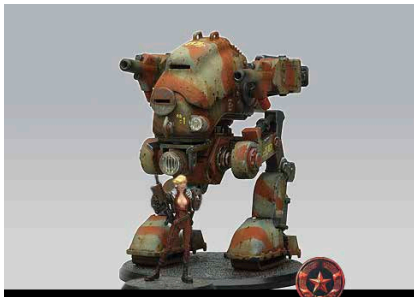
RPG SOLDATY

KRASNYE SOLDATY

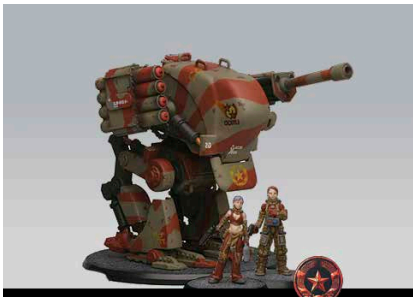
KRASNYE SOLDATY



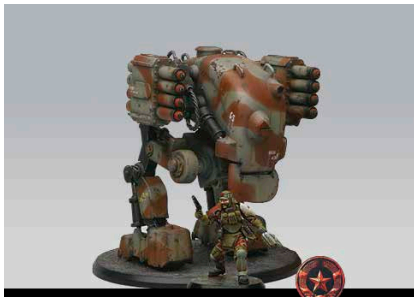
HUSSAR



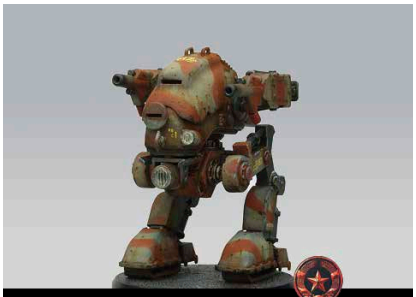
SGT. A. TIYMOFIYEVA
ABOARD 'KOZNI'



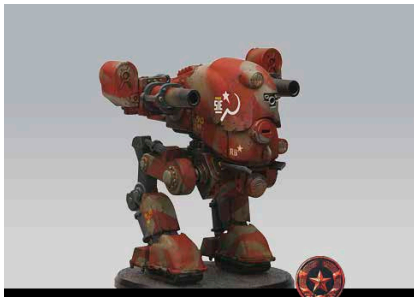
ODIN O-1 & MANON O-2
ABOARD 'UROD'



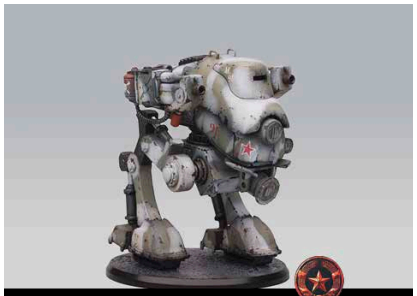
CPT. PAVEL VRACHOV
ABOARD 'KK5'



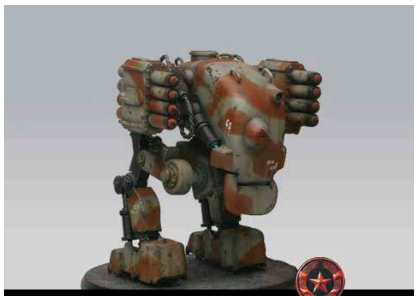
NAKOVALNY



SIERP



MOLOT



KOSSAK

SPETSNATZ
KOLOSSUS

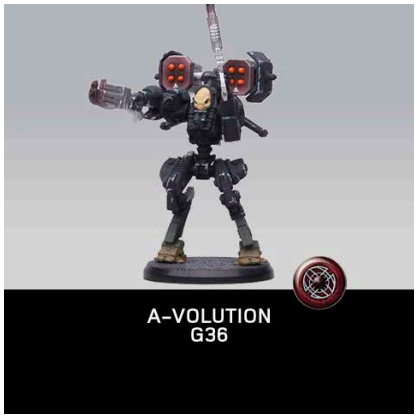
RPG KOLOSSUS

STRIELITZ
KOLOSSUS

DRAGOMIROV
KOLOSSUS

DOTCH YAGA

A-VOLUTION
G18



A-VOLUTION
G36

A-VOLUTION
G45

C-NAPS
G09

C-NAPS
G36

C-NAPS
G45

G-NOCRAT
G09

G-NOCRAT
G27

G-NOCRAT
G45

T-REGULATOR
G09

T-REGULATOR
G27

T-REGULATOR
G45

C-NAPS
G36

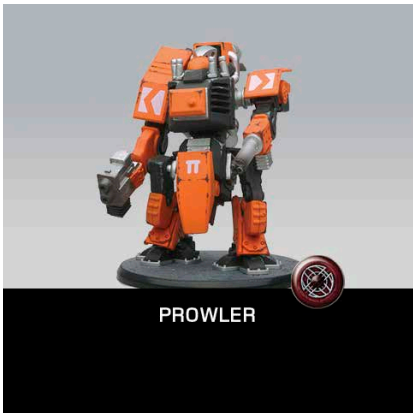
C-NAPS
G45

WARMONGERS

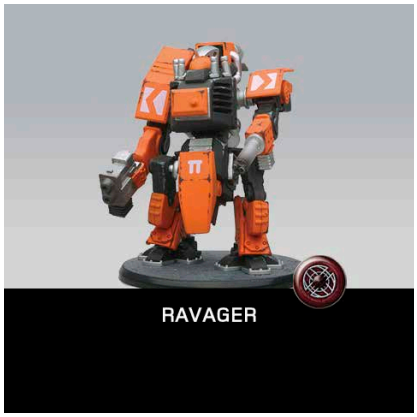
WARMONGERS

STALKERS

STALKERS



PROWLER



RAVAGER

MARAUDER

PILLAGER

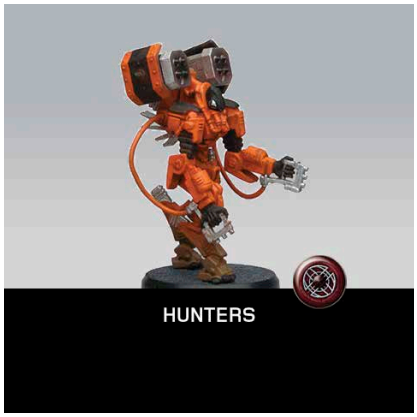
SHARPSHOOTERS

SHARPSHOOTERS

GUNSLINGERS

GUNSLINGERS

GUNMEN



HUNTERS

PROWLER

VANDAL

SAMURAI B. SAMEDI

SAMURAI B. SAMEDI ABOARD 'SATURDAY NIGHT SPECIAL'

DAIMYO J. PRIEST

DAIMYO J. PRIEST ABOARD 'LIMO'

SHOGUN NATALYA 'BOKOR' BOKOV

SHOGUN NATALYA BOKOV ABOARD 'VLAD'

VIRUS ZOMBIES 'CONTAMINATOR'

VIRUS ZOMBIES 'CONTAMINATOR'

VIRUS ZOMBIES
'DETONATOR'

VIRUS ZOMBIES
'DETONATOR'

SUPER ZOMBIES
REANIMATOR
'ALPHA'

SUPER ZOMBIES
REANIMATOR
'ALPHA'

SUPER ZOMBIES
REANIMATOR
'BETA'

SUPER ZOMBIES
REANIMATOR
'BETA'

TACARM ALPHA
ZOMBIES

TACARM BETA
ZOMBIES

TACARM GAMMA
ZOMBIES

LIGHT DESTROYERS

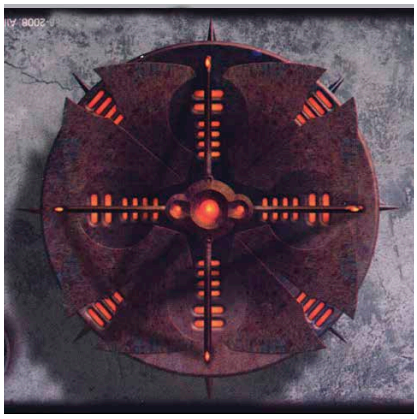
MEDIUM DESTROYERS

LIGHT ENFORCERS

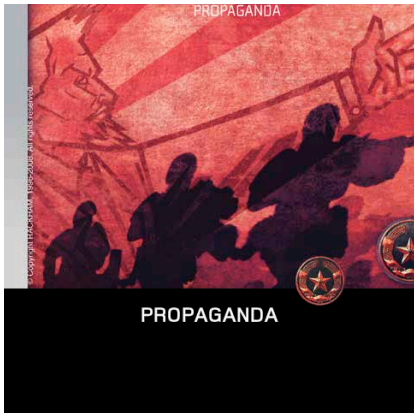
MEDIUM ENFORCERS

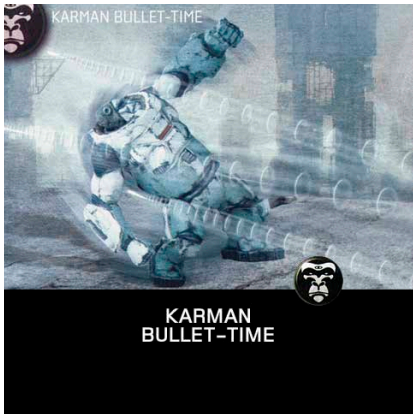
HEAVY BATTLETANK

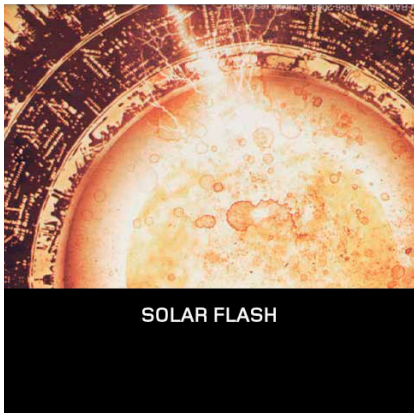
MEDTEC



UNSS BATTLEAXE


PROPAGANDA
PROPAGANDA


KARMAN BULLET-TIME
KARMAN
BULLET-TIME


SOLAR FLASH

1

2

2

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PHASE 2 MISSION 1: LOST

PRIMARY OBJECTIVES

Evacuating a unit: **5 VP**

SECONDARY OBJECTIVES

Nanogenerator:	capturing	**50 RP**	controlling	**100 RP**
Container:	capturing	**100 RP**	controlling	**150 RP**

Objectives in the player's deployment zone do not earn RPs.

SPECIAL RULES

Evacuating a unit: when its leader steps off the battlefield, through one of the exits on the opposite side of the map.

Doors: Closed: cannot be crossed, blocks LOS. Can be opened/closed by mechanic with Repair or overseer spending 1LP in contact with door. Can also be destroyed (P 12, SP 1).

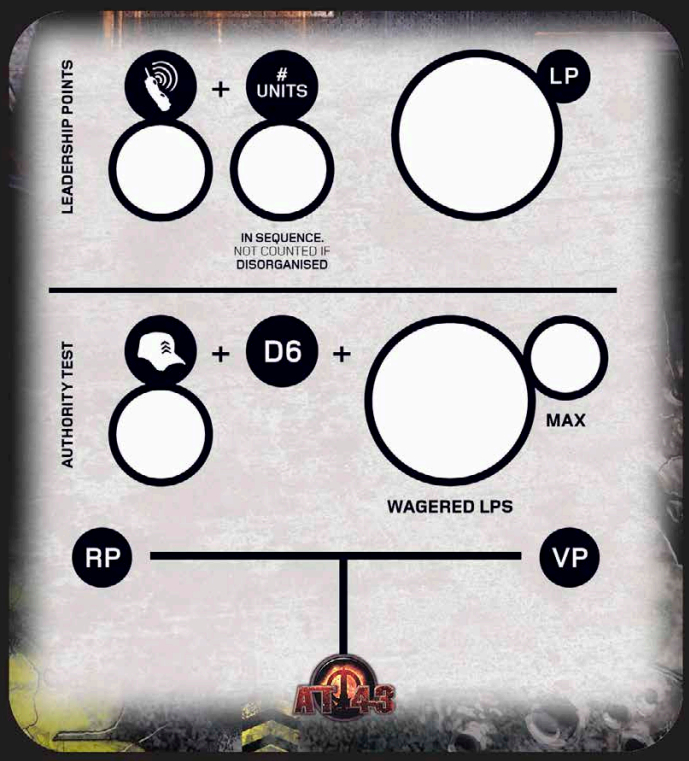
Nanoperturbations: Block movement and LOS. Ignores cover, moves through walls. Move at the end of the control phase: use template 2d6 cm. At move end, fighters and terrain elements with SP that touch the nanoperturbation suffer one impact each (P 10, D 1); survivors are moved out of the way or eliminated.

Nanotechnological chaos: After moving nanoperturbation, player moves a terrain element (2 low walls if adjacent). Use template.

Access hatch: reinforcements access the battlefield through the hatches indicated; measuring from any point of the hatch.

GAME END

One of the companies has no more units to evacuate.



MISSION 4: BACK TO SQUARE ONE

PRIMARY OBJECTIVES

Attacker (through hatch):

Each unit of Assault group soldiers evacuated through the reinforcement access zone **5 VP**

Defender:

End of each round **2 VP**

Each unit of soldiers from opponent's Assault group eliminated **1 VP**

SECONDARY OBJECTIVES

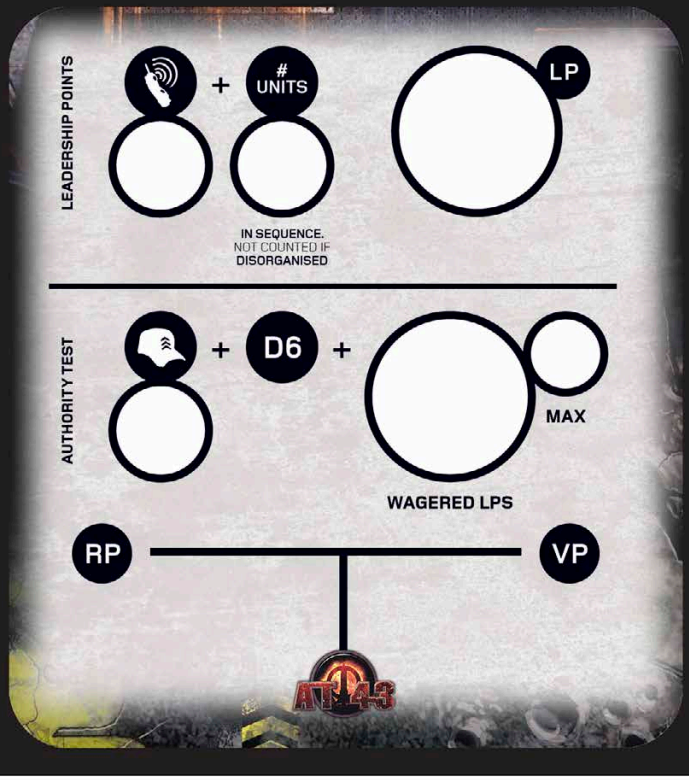
Attacker:

Nanogenerator:	capturing	**50 RP**	controlling	**100 RP**
Container:	capturing	**100 RP**	controlling	**150 RP**

Attacker can spend 1 LP any time during turn to earn 100 RP.

Defender:

Nanogenerator:	controlling	**50 RP**
Container:	controlling	**150 RP**

GAME END

All soldiers from attacker's Assault group eliminated/evacuated. Player with highest VPs wins.