

Another boardgame player aid by

# UniversalHead

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Game: **AT-43**

Pub: **Rackham Entertainment (2006)**

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## Cogs Unit cards

v1 initial release  
v1.1 Stalker images added  
v1.2 Cog officer cards fixed

# v1.2

Sep 2010

For best results, print on card, laminate and trim to size.

## COGS PLATOON PATTERNS

ONLY ONE PLATOON PATTERN CAN BE USED AT A TIME

- o 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).
- o INDICATES FIGURE REPLACES A STANDARD FIGHTER.
- o IN BOTH CASES THE FIGURE'S COST IS ADDED TO THAT OF THE UNIT.
- o A **Soldier** slot may be used to field a unit of Soldiers.
- o A **Support** unit slot may be used to field a Support unit.
- o An **Infantry** slot may be used to field either a unit of Soldiers or a Support unit.
- o A **Strider** slot may be used to field a unit of Striders.
- o A **Vehicle** slot may be used to field a unit of Vehicles.
- o An **AFV** slot may be used to field either a unit of Striders or a unit of Vehicles.

## STANDARD ORGANIZATION COGS



### Platoon Pattern

Infantry unit (★)!

Infantry unit (all)

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

AFV unit (★)

AFV unit (★ / ★★★)

### General Notes

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

All the **Special Weapon Bearers** in a unit must carry the same weapon.

Each **Specialist** replaces a standard fighter for free.

### Extra Fighters:

- cost of each fighter added to the standard number without exceeding the maximum number
- cost of each fighter to exceed the maximum number when there is an officer in the unit. Officer's numbers bonus (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 A-VOLUTION



### Advantage

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

### Disadvantage

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

### Platoon Pattern

AFV unit (all)!

AFV unit (all)

AFV unit (★) or Infantry unit (★★★)

Infantry unit (★ / ★★)

Infantry unit (★ / ★★★)

## PLATOON PATTERN C-NAPS



### Advantage

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

### Disadvantage

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

### Platoon Pattern

Infantry unit (★★★)!

Infantry unit (★ / ★★★)

Infantry unit (★★ / ★★★)

AFV unit (★ / ★★★)

AFV unit (★)

## COGS OFFICERS & HEROES

### Within a Unit

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

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

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

### Within a Company

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

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

## PLATOON PATTERN G-NOCRAT



### Advantage

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

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

### Disadvantage

Any disorganized unit is immediately eliminated.

### Platoon Pattern

Infantry unit (★)!

Infantry unit (★ / ★★★)

Infantry unit (★★ / ★★★)

Infantry unit (★ / ★★ / ★★★)

AFV unit (★ / ★★ / ★★★)

## PLATOON PATTERN T-REGULATOR



### Advantage

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

### Disadvantage

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

### Platoon Pattern

AFV unit (★)!

AFV unit (★)

Infantry unit (★★★) or AFV unit (all)

Infantry unit (★ / ★★★)

Infantry unit (all)

## A-VOLUTION HEROES

RECRUIT INDIVIDUALLY OR IN GROUPS. ADDED TO UNIT

○ +215  
**A-VOLUTION** ★★  
 > G45



1 2 1  
 18 11 11 5

Standard Ranged

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


Equipment & Abilities

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

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

Quantum Wings **Rocket Jump**

○ +215  
**A-VOLUTION** ★★  
 >> G36



2 2 2  
 18 11 11 5

Standard Ranged

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


Equipment & Abilities

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

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

Quantum Wings **Rocket Jump**

○ +240  
**A-VOLUTION** ★★  
 >>> G-18



5 6 3  
 18 11 11 5

Standard Ranged

Rocket launcher	6	3/1	-	11/2
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Close Combat

Quantum blade 1	5	2/1	-	6/1
Quantum blade 2	5	2/1	-	6/1

Equipment & Abilities

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

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

Quantum Wings **Rocket Jump**

## C-NAPS HEROES

RECRUIT INDIVIDUALLY OR IN GROUPS. ADDED TO UNIT

○ +165  
**C-NAPS** ★  
 > G45



1 2 1  
 18 11 8 5

Standard Ranged

Rocket launcher	5	3/1	-	11/2
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Close Combat

Quantum blade 1	5	2/1	-	6/1
Quantum blade 2	5	2/1	-	6/1

Equipment & Abilities

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

○ +215  
**C-NAPS** ★★  
 >> G36



2 2 2  
 18 11 11 5

Standard Ranged

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


Equipment & Abilities

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

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

Quantum Wings **Rocket Jump**

○ +130  
**C-NAPS** ★  
 >>>> G09



6 9 3  
 18 11 7 4

Standard Ranged

Quantum rifle	6	2/1	-	4/1
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Close Combat

Quantum blade	4	2/1	-	6/1
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## G-NOCRAT HEROES

RECRUIT INDIVIDUALLY OR IN GROUPS. ADDED TO UNIT

**G-NOCRAT** ★ +165  
> G45



1	2	1	
18	11	8	5

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

Close Combat  
 Quantum blade 1 5 2/1 - 6/1  
 Quantum blade 2 5 2/1 - 6/1

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

**G-NOCRAT** ★ +100  
>>> G27



3	4	2	
18	11	8	5

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

Close Combat  
 Quantum blade 5 2/1 - 6/1

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

**G-NOCRAT** ★ +135  
>>>> G09



5	9	3	
18	11	8	5

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

Close Combat  
 Quantum blade 5 2/1 - 6/1

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

## T-REGULATOR HEROES

RECRUIT INDIVIDUALLY OR IN GROUPS. ADDED TO UNIT

**T-REGULATOR** ★ +110  
> G45



1	2	1	
18	11	7	4

Standard Ranged  
 Missile launcher 4+ 2/1 - 13/2 Locked shot

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

**T-REGULATOR** ★ +95  
>>> G27



3	4	2	
18	11	7	4

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

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

**T-REGULATOR** ★ +130  
>>>> G09



6	9	3	
18	11	7	4

Standard Ranged  
 Quantum rifle 6 2/1 - 5/1

Close Combat  
 Quantum blade 5 2/1 - 6/1

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

WARMONGER INFANTRY  
STANDARD UNIT

4 FIGHTERS  
0-3 HEROES

4 FIGHTERS 225  
EXTRA FIGHTER 55

STD 225 .55/

4 WARMONGERS ★



18 9 6 4

Standard Ranged

Quantum pistol	3	3/1	-	4/1
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Close Combat

Quantum blade	4	2/1	-	6/1
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STALKER INFANTRY  
STANDARD UNIT

4 FIGHTERS  
0-3 HEROES

4 FIGHTERS 225  
EXTRA FIGHTER 60

STD 225 .60/

4 STALKERS ★



18 9 6 4

Close Combat

Quantum blade 1	4	2/1	-	6/1
Quantum blade 2	4	2/1	-	6/1

Equipment

Optical Jamming Module

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

WARMONGER INFANTRY  
MAXIMUM UNIT

8 FIGHTERS INCLUDING  
3 SPECIAL WEAPONS + 0-1 SPECIALISTS  
0-3 HEROES

8 FIGHTERS 500  
EXTRA FIGHTER 55

MAX 500 .55/

8 WARMONGERS ★



18 9 6 4

Standard Ranged

Quantum pistol	3	3/1	-	4/1
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Close Combat

Quantum blade	4	2/1	-	6/1
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3 Special Weapons

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

0-1 Specialists

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

STALKER INFANTRY  
MAXIMUM UNIT

8 FIGHTERS INCLUDING 0-4 SPECIALISTS  
0-3 HEROES

8 FIGHTERS 450  
EXTRA FIGHTER 60

MAX 450 .60/

8 STALKERS ★



18 9 6 4

Close Combat

Quantum blade 1	4	2/1	-	6/1
Quantum blade 2	4	2/1	-	6/1

Equipment

Optical Jamming Module

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

0-4 Specialists


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

**GUNSLINGER INFANTRY**  
**STANDARD UNIT**

3 FIGHTERS  
 0-3 HEROES

4 FIGHTERS 175  
 EXTRA FIGHTER 60

STD 175 .60/  
**3 GUNSLINGERS** ★★



18 10 7 5

Standard Ranged

Quantum pistol 1	4	3/1	-	4/1
Quantum pistol 2	4	3/1	-	4/1

**SHARPSHOOTER INFANTRY**  
**STANDARD UNIT**

3 FIGHTERS INCLUDING 0-1 SPECIALISTS  
 0-3 HEROES

4 FIGHTERS 200  
 EXTRA FIGHTER 65

STD 200 .65/  
**3 SHARPSHOOTERS** ★★



18 10 7 5

Standard Ranged

Quantum rifle 1	7	2/1	-	5/1
Quantum rifle 2	7	2/1	-	5/1

**GUNSLINGER INFANTRY**  
**MAXIMUM UNIT**

6 FIGHTERS INCLUDING  
 2 SPECIAL WEAPONS + 0-1 SPECIALISTS  
 0-3 HEROES

8 FIGHTERS 475  
 EXTRA FIGHTER 60

MAX 475 .60/  
**6 GUNSLINGERS** ★★



18 10 7 5

Standard Ranged

Quantum pistol 1	4	3/1	-	4/1
Quantum pistol 2	4	3/1	-	4/1

**2 Special Weapons**

Quantum jammer	7	2/1	-	3+/1	Jammer
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**0-1 Specialists**

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

**SHARPSHOOTER INFANTRY**  
**MAXIMUM UNIT**

6 FIGHTERS INCLUDING 2 SPECIAL WPNS + 0-1 SPECIALISTS  
 0-3 HEROES

8 FIGHTERS 425  
 EXTRA FIGHTER 65

MAX 425 .65/  
**6 SHARPSHOOTERS** ★★



18 10 7 5

Standard Ranged

Quantum rifle 1	7	2/1	-	5/1
Quantum rifle 2	7	2/1	-	5/1

**2 Special Weapons**

Quantum jammer	7	2/1	-	3+/1	Jammer
Quantum sniper	11	2/1	-	8/1	Sniper

**0-1 Specialists**

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

COUNTER-SNIPE INFRANTRY  
STANDARD UNIT

3 FIGHTERS  
0-3 HEROES

3 FIGHTERS 325  
EXTRA FIGHTER 105

STD 325 .105/  
3 COUNTER-SNIPERS

18 11 11 5

Standard Ranged

Quantum sniper	12	2/1	-	8/1	Sniper
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Equipment

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

GUNMEN INFRANTRY  
STANDARD UNIT

3 FIGHTERS  
0-3 HEROES

3 FIGHTERS 325  
EXTRA FIGHTER 110

STD 325 .110/  
3 GUNMEN

18 11 11 5

Standard Ranged

Quantum MG	7	4/1	-	7/1	
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Equipment

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

GUNFIGHTER INFRANTRY  
STANDARD UNIT

3 FIGHTERS  
0-3 HEROES

3 FIGHTERS 275  
EXTRA FIGHTER 90

MAX 275 .90/  
3 GUNFIGHTERS

18 11 11 5

Standard Ranged

Quantum pistol 1	5	3/1	-	4/1	
Quantum pistol 2	5	3/1	-	4/1	

Equipment

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

HUNTER INFRANTRY  
STANDARD UNIT

2 FIGHTERS  
0-3 HEROES

2 FIGHTERS 275  
EXTRA FIGHTER 145

MAX 275 .145/  
2 HUNTERS

18 11 11 5

Standard Ranged

Rocket launcher	5	3/1	-	11/2	
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SKIRMISHERS INFANTRY  
**STANDARD UNIT**  
 3 FIGHTERS  
 0-3 HEROES

3 FIGHTERS 300  
 EXTRA FIGHTER 100

STD 300 .100/  
**3 SKIRMISHERS** ★★

18 11 11 5

Standard Ranged

Quantum rifle 1	8	2/1	-	5/1
Quantum rifle 2	8	2/1	-	5/1

Equipment

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

TRACKER INFANTRY  
**STANDARD UNIT**  
 3 FIGHTERS  
 0-3 HEROES

3 FIGHTERS 375  
 EXTRA FIGHTER 120

MAX 375 .120/  
**3 TRACKERS** ★★

18 11 11 5

Standard Ranged

Quantum jammer	8	2/1	-	3+/1	Jammer
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Equipment

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

# MARAUDER STANDARD UNIT

1 MARAUDER  
250  
1 AFV  
EXTRA AFV 250

MAX 250 . 250/  
1 **MARAUDER** ★



30 - 12 5

Standard Ranged

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

Abilities & Equipment

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

# PILLAGER STANDARD UNIT

1 PILLAGER  
250  
1 AFV  
EXTRA AFV 250

MAX 250 . 250/  
1 **PILLAGER** ★



30 - 12 5

Standard Ranged

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


Abilities & Equipment

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

# PROWLER STANDARD UNIT

1 PROWLER  
250  
1 AFV  
EXTRA AFV 250

MAX 250 . 250/  
1 **PROWLER** ★



30 - 12 5

Standard Ranged

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

Abilities & Equipment

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

# MARAUDER AFV MAXIMUM UNIT

3 MARAUDERS  
750  
3 AFVS  
EXTRA AFV 250

MAX 750 . 250/  
3 **MARAUDERS** ★



30 - 12 5

Standard Ranged

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

Abilities & Equipment

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

# PILLAGER AFV MAXIMUM UNIT

3 PILLAGERS  
750  
3 AFVS  
EXTRA AFV 250

MAX 750 . 250/  
3 **PILLAGERS** ★



30 - 12 5

Standard Ranged

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

Abilities & Equipment

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

# PROWLER AFV MAXIMUM UNIT

3 PROWLERS  
750  
3 AFVS  
EXTRA AFV 250

MAX 750 . 250/  
3 **PROWLERS** ★



25 7 12 5

Standard Ranged

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

Abilities & Equipment

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

# RAVAGER STANDARD UNIT

1 RAVAGER  
1 AFV  
EXTRA AFV  
250  
250

MAX 250 . 250/  
1 RAVAGER ★



30 - 12 5

Standard Ranged

Light  
Quantum jammer 7 2/1 - 3+/1 Jammer

Light  
Quantum launcher 5 2/1 3 5/1 Indirect fire

Abilities & Equipment

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

# VANDAL STANDARD UNIT

1 VANDAL  
1 AFV  
EXTRA AFV  
750  
750

MAX 750 . 750/  
1 VANDAL ★★



25 - 16 5

Standard Ranged

Heavy  
Quantum cannon 10 4/2 - 16/1

Heavy  
Quantum mortar 6 2/1 10 6/1 Indirect fire

Abilities & Equipment

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

Presence Detector This AFV may control objectives.

# RAVAGER AFV MAXIMUM UNIT

3 RAVAGERS  
3 AFVs  
EXTRA AFV  
750  
250

MAX 750 . 250/  
3 RAVAGERS ★



30 - 12 5

Standard Ranged

Light  
Quantum jammer 7 2/1 - 3+/1 Jammer

Light  
Quantum launcher 5 2/1 3 5/1 Indirect fire

Abilities & Equipment


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

## WARMONGER JAMMER TEAM

3 FIGHTERS WITH JAMMERS

3 FIGHTERS 225  
EXTRA FIGHTER 75

MAX 225 .75/  
3 WARMONGERS ★ SUPPORT TEAM



18 9 6 4

Standard Ranged

Quantum jammer 6 2/1 - 3+/1 Jammer

## COG SUPPORT TEAMS

A SUPPORT TEAM MAY FILL AN 'INFANTRY' SLOT  
CONSIDERED RANK 3 UNITS FOR MORALE (TEST WHEN 1 FIGHTER LEFT)


FIGHTERS BELONGING TO SUPPORT UNITS USE THE SAME RULE AS  
INFANTRY: THEY AUTOMATICALLY AND FREELY GET THE COMBAT DRILL  
"TAKE COVER!" OF THEY DON'T MOVE DURING THEIR ACTIVATION.

## WARMONGER QMG TEAM

3 FIGHTERS WITH QUANTUM MGS

3 FIGHTERS 200  
EXTRA FIGHTER 65

MAX 200 .65/  
3 WARMONGERS ★ SUPPORT TEAM



18 9 6 4

Standard Ranged

Quantum MG 7 4/1 - 7/1

## SHARPSHOOTER SNIPER TEAM

2 FIGHTERS WITH QUANTUM SNIPERS

2 FIGHTERS 125  
EXTRA FIGHTER 70

STD 125 .70/  
2 SHARPSHOOTERS ★ SUPPORT TEAM



18 10 7 5

Standard Ranged


Quantum sniper 11 2/1 - 8/1 Sniper

## G/S JAMMER TEAM

2 FIGHTERS WITH QUANTUM JAMMERS

2 FIGHTERS 175  
EXTRA FIGHTER 85

STD 175 .85/  
2 GUNSLINGERS ★ SUPPORT TEAM



18 10 7 5

Standard Ranged


Quantum jammer 6 2/1 - 3+/1 Jammer

## G/S JAMMER TEAM

2 FIGHTERS WITH QUANTUM JAMMERS

2 FIGHTERS 175  
EXTRA FIGHTER 85

STD 175 .85/  
2 SHARPSHOOTERS ★ SUPPORT TEAM



18 10 7 5

Standard Ranged

Quantum jammer 6 2/1 - 3+/1 Jammer