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Game: **AT-43**

Pub: **Rackham Entertainment (2006)**

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Karman Unit cards

- v1 initial release
- v1.1 Trikes updated, Venerable and Saint stats corrected
- v1.2 Heroes updated with info on which units they can lead
- v1.3 K-Burner Mentor and Yeti units errors fixed.
- v1.4 updated K-Burner pics; fixed Arceo card.
Easy and Thunder Trike cards fixed.
- v2 Added support teams

v2

Mar 2010

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

KARMAN PLATOON PATTERNS

ONLY ONE PLATOON PATTERN CAN BE USED AT A TIME

- INDICATES FIGURE IS ADDED TO UNIT BUT DOES NOT COUNT IN THE NUMBER 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.

A **Soldier** slot may be used to field a unit of Soldiers.

A **Support** unit 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.

STANDARD ORGANIZATION KARMAN



Platoon Pattern

Infantry unit (★)!

Infantry unit (★★★)

Infantry unit (★ / ★★ / ★★★)

AFV unit (★)

AFV unit (★ / ★★ / ★★★) or infantry unit (★★★)

General Notes

An **Officer** replaces a standard fighter; his cost is added.

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

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

Extra Fighters:

- cost of each fighter added to the standard number without exceeding the maximum number
- cost of each fighter to exceed the maximum number when there is an officer in the unit. Officer's numbers bonus (★) is the most that can be added.
- a unit must be at its maximum number of fighters in order to have more than one special weapon bearer.

PLATOON PATTERN ARCEO



Advantage

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

Disadvantage

The maximum number of fighters in Type 1 and 2 infantry units is reduced by 1, with no change to the AP value. However, the player may pay the cost of an extra fighter to reach the original number.

Platoon Pattern

Infantry unit (★)!

Infantry unit (★ / ★★)

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

AFV unit (★ / ★★)

AFV unit (★ / ★★)

PLATOON PATTERN FLUX



Advantage

Flux AFVs can control objectives.

Disadvantage

After company building, your highest ranking officer must be the officer of an AFV unit.

Platoon Pattern

Infantry unit (★★★)!

Infantry unit (★★ / ★★★)

Infantry unit (★ / ★★)
or vehicle unit (★ / ★★)

AFV unit (★ / ★★)

AFV unit (★ / ★★ / ★★★)

PLATOON PATTERN LIBRA



Advantage

At the end of his unit's activation, each medic can bring back into the game a soldier of his unit who was eliminated.

Disadvantage

All Karman units must include an officer.

Platoon Pattern

Infantry unit (★)!

Infantry unit (★★★)

Infantry unit (★ / ★★ / ★★★)

Infantry unit (★ / ★★ / ★★★)

AFV unit (★ / ★★ / ★★★)
or soldier unit (★★★)

PLATOON PATTERN NOVA



Advantage

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

Disadvantage

The choice of who goes first is always left to the opponent. When there are several Nova companies, the players need to agree on who begins.

Platoon Pattern

Infantry unit (★)!

Infantry unit (★★)

Infantry unit (★★★)
or vehicle (★★★)


AFV unit (★)

AFV unit (★★)

VENERABLE CORNELIUS

OFFICER OF ANY WENDIGO UNIT
ADDED TO UNIT
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

155 OFFICER OF ANY WENDIGO UNIT
CORNELIUS
VENERABLE



6 5 3
18 9 7 7

Standard Ranged

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

Equipment & Abilities

Concentrate Fire! Cornelius gives this ability to all the Wendigo units on his side.

The player can re-roll all of the unit's failed damage tests once more. Announce the use of this ability before the shooting by shouting Concentrate Fire!

MENTOR FREEZER

OFFICER OF ANY TYPE 1 SOLDIER UNIT
ADDED TO UNIT
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

90 OFFICER OF ANY TYPE 1 SOLDIER UNIT
FREEZER
MENTOR



2 2 -
18 9 6 8

Standard Ranged

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

Equipment & Abilities

Super J Grips
When used against AFVs, considered to be **jammers**. The player may choose to use the natural of the J-grips.

Jammer Can only target AFVs. The minimum result needed for the damage test is always 3+.

SAINT ANUMAN

OFFICER OF ANY TYPE 1 SOLDIER UNIT
ADDED TO UNIT
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

135 OFFICER OF ANY TYPE 1 SOLDIER UNIT
ANUMAN
SAINT



7 7 3
18 8 6 6

Standard Ranged

Jammer pistol	3	2/0	-	4+/1	Jammer
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Equipment & Abilities

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

Nova Jammer When a unit from Anuman's company eliminates an AFV using a **Jammer** weapon, the AFV is now controlled by Anuman's company in the state it was in before its last damage test. Only one enemy AFV can be controlled at a time. **Heroic pilot's** AFVs are immune.

Jammer Can only target AFVs. The minimum result needed for the damage test is always 3+.

VENERABLE CORNELIUS + GRENADES

OFFICER OF ANY WENDIGO UNIT
ADDED TO UNIT
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

160 OFFICER OF ANY WENDIGO UNIT
CORNELIUS
VENERABLE



6 5 3
18 9 7 7

Standard Ranged

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

Equipment & Abilities

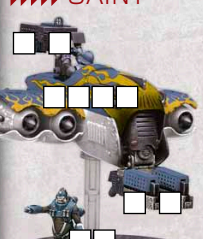
Concentrate Fire! Cornelius gives this ability to all the Wendigo units on his side.

The player can re-roll all of the unit's failed damage tests once more. Announce the use of this ability before the shooting by shouting Concentrate Fire!

ANUMAN ABOARD 'JINDO-UN'

SOLO AFV UNIT

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



7 7 -
25 10 14 6

Standard Ranged

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

Equipment & Abilities

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

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


Heroic Pilot

For other Anuman equipment and abilities, see his card.

SAINT ANUMAN + GRENADES

OFFICER OF ANY TYPE 1 SOLDIER UNIT
ADDED TO UNIT
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

140 OFFICER OF ANY TYPE 1 SOLDIER UNIT
ANUMAN
SAINT



7 7 3
18 8 6 6

Standard Ranged

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

Equipment & Abilities

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

Nova Jammer When a unit from Anuman's company eliminates an AFV using a **Jammer** weapon, the AFV is now controlled by Anuman's company in the state it was in before its last damage test. Only one enemy AFV can be controlled at a time. **Heroic pilot's** AFVs are immune.

Jammer Can only target AFVs. The minimum result needed for the damage test is always 3+.


GURU LUCIUS

OFFICER OF ANY TYPE 1 OR 2 INFANTRY UNIT
ADDED TO UNIT
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

140 OFFICER OF ANY TYPE 1 OR 2 INFANTRY UNIT

LUCIUS

»»» GURU



4	4	2
18	10	6

Standard Ranged

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

Equipment & Abilities

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

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

Heroic Pilot

GURU LUCIUS + GRENADES

OFFICER OF ANY TYPE 1 OR 2 INFANTRY UNIT
ADDED TO UNIT
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

145 OFFICER OF ANY TYPE 1 OR 2 INFANTRY UNIT

LUCIUS

»»» GURU



4	4	3
18	10	6

Standard Ranged

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

Equipment & Abilities

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

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

Heroic Pilot


LUCIUS ABOARD 'DIAMOND'

SOLO AFV UNIT

485 SOLO AFV UNIT

LUCIUS ABOARD 'DIAMOND'

»»» GURU



4	4	-
25	12	12
		6

Standard Ranged

Lt. Drum cannon 1	5	4/0	-	8/1
Lt. Drum cannon 2	5	4/0	-	8/1
Lt. ZZ-Cannon 1	8	2/1	-	15/1
Lt. ZZ-Cannon 2	8	2/1	-	15/1

Equipment & Abilities

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

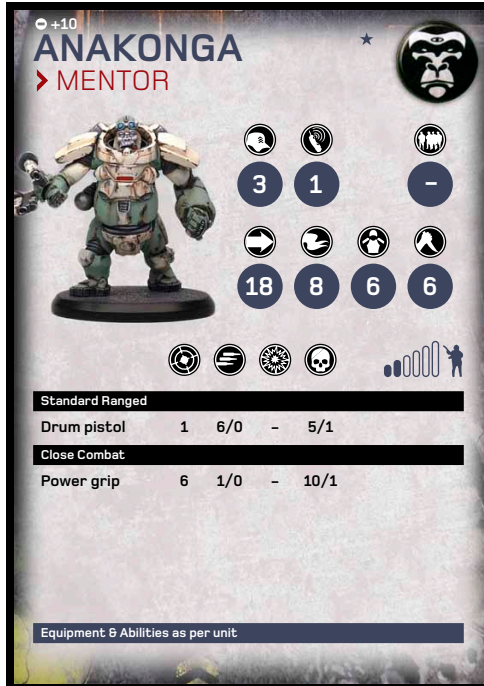
Vehicle Variable altitude, limited shooting arc (180° front or back for each pair of weapons).

Heroic Pilot

For other Lucius equipment and abilities, see his card.

+10 ANAKONGA ★

> MENTOR



3 1 -

18 8 6 6

Standard Ranged

Drum pistol	1	6/0	-	5/1
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Close Combat

Power grip	6	1/0	-	10/1
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Equipment & Abilities as per unit

+15 ANAKONGA ★

>> GUIDE



3 2 1

18 8 6 6

Standard Ranged

Drum pistol	1	6/0	-	5/1
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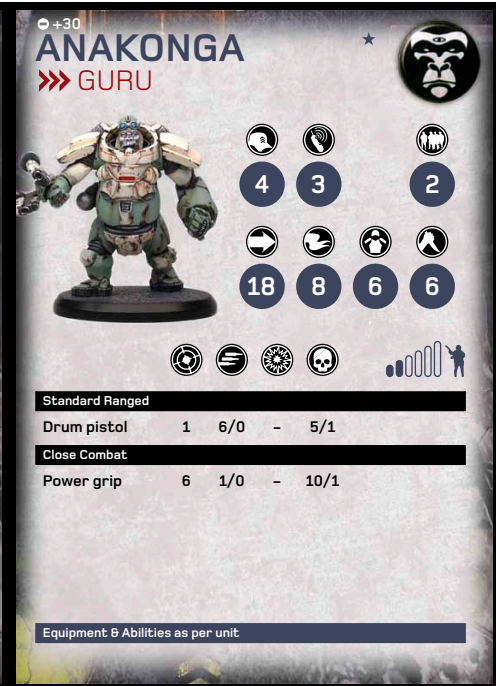
Close Combat

Power grip	6	1/0	-	10/1
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Equipment & Abilities as per unit

+30 ANAKONGA ★

>>> GURU



4 3 2

18 8 6 6

Standard Ranged

Drum pistol	1	6/0	-	5/1
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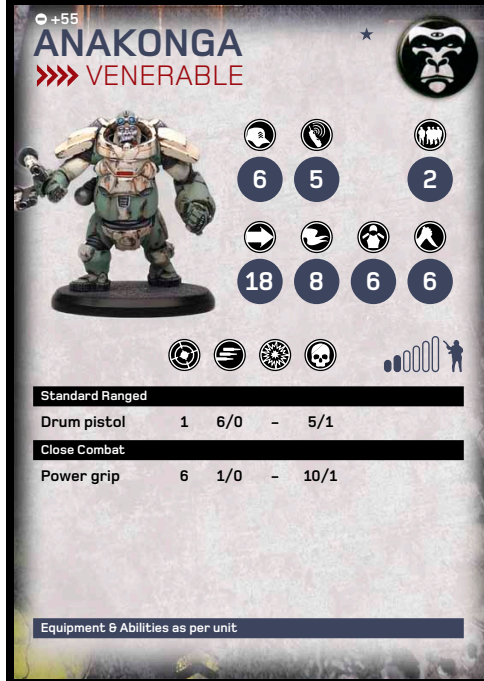
Close Combat

Power grip	6	1/0	-	10/1
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Equipment & Abilities as per unit

+55 ANAKONGA ★

>>>> VENERABLE



6 5 2

18 8 6 6

Standard Ranged

Drum pistol	1	6/0	-	5/1
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Close Combat

Power grip	6	1/0	-	10/1
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Equipment & Abilities as per unit

+75 ANAKONGA ★

>>>>> SAINT



7 7 2

18 8 6 6

Standard Ranged

Drum pistol	1	6/0	-	5/1
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Close Combat

Power grip	6	1/0	-	10/1
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Equipment & Abilities as per unit

+10
KAPTAR
➤ MENTOR



3 1 -

18 8 6 6

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

Equipment & Abilities as per unit

+15
KAPTAR
➤➤ GUIDE



3 2 1

18 8 6 6

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

Equipment & Abilities as per unit

+30
KAPTAR
➤➤➤ GURU



4 3 2

18 8 6 6

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

Equipment & Abilities as per unit

+55
KAPTAR
➤➤➤➤ VENERABLE



6 5 2

18 8 6 6

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

Equipment & Abilities as per unit

+75
KAPTAR
➤➤➤➤➤ SAINT



7 7 2

18 8 6 6

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

Equipment & Abilities as per unit

**ANAKONGA INFANTRY
STANDARD UNIT**

4 FIGHTERS INCLUDING
0-1 SPECIALIST + 0-1 OFFICER

4 FIGHTERS 250
EXTRA FIGHTER 65

STD 250 .65/
4 ANAKONGAS ★

18 8 6 6

Standard Ranged
Drum pistol 1 6/0 - 5/1

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

0-1 Specialist
Mechanic Repair. At beginning or end of unit's activation can repair a friendly AFV within 2.5cm. The AFV regains 1 SP in a chosen location. Destroyed parts may be repaired.

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

**ANAKONGA INFANTRY
MAXIMUM UNIT**

8 FIGHTERS INCLUDING
2 SPECIAL WEAPONS + 0-1 SPECIALIST + 0-1 OFFICER

8 FIGHTERS 500
EXTRA FIGHTER 65

MAX 500 .65/
8 ANAKONGAS ★

18 8 6 6

Standard Ranged
Drum pistol 1 6/0 - 5/1

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

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

0-1 Specialist
Mechanic Repair. At beginning or end of unit's activation can repair a friendly AFV within 2.5cm. The AFV regains 1 SP in a chosen location. Destroyed parts may be repaired.

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

MAX 500 .65/
8 ANAKONGAS ★

18 8 6 6

Standard Ranged
Drum pistol 1 6/0 - 5/1

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

2 Special Weapons
Flamer [25] 1/0 4 9/1 Indirect fire Projection

0-1 Specialist
Mechanic Repair. At beginning or end of unit's activation can repair a friendly AFV within 2.5cm. The AFV regains 1 SP in a chosen location. Destroyed parts may be repaired.

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

**KAPTAR INFANTRY
STANDARD UNIT**

4 FIGHTERS INCLUDING
0-1 SPECIALIST + 0-1 OFFICER

4 FIGHTERS 250
EXTRA FIGHTER 65

STD 250 .65/
4 KAPTARS ★

18 8 6 6

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

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

0-1 Specialist
Mechanic Repair. At beginning or end of unit's activation can repair a friendly AFV within 2.5cm. The AFV regains 1 SP in a chosen location. Destroyed parts may be repaired.

**KAPTAR INFANTRY
MAXIMUM UNIT**

8 FIGHTERS INCLUDING
2 SPECIAL WEAPONS + 0-1 SPECIALIST + 0-1 OFFICER

8 FIGHTERS 500
EXTRA FIGHTER 65

MAX 500 .65/
8 KAPTARS ★

18 8 6 6

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

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

2 Special Weapons
ZZ-gun 6 2/1 - 15/1

0-1 Specialist
Mechanic Repair. At beginning or end of unit's activation can repair a friendly AFV within 2.5cm. The AFV regains 1 SP in a chosen location. Destroyed parts may be repaired.

MAX 500 .65/
8 KAPTARS ★

18 8 6 6

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

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

2 Special Weapons
Sniper gun 9 2/0 - 9/1 Sniper

0-1 Specialist
Mechanic Repair. At beginning or end of unit's activation can repair a friendly AFV within 2.5cm. The AFV regains 1 SP in a chosen location. Destroyed parts may be repaired.

YETI OFFICERS
OFFICER REPLACES A STANDARD FIGHTER

YETI
➤ MENTOR

+10





	3	1	-
	18	9	7

Standard Ranged			
Jungle rifle	4	4/1	- 5/1
Close Combat			
Power grip	7	1/0	- 10/1

Equipment & Abilities as per unit

YETI
➤➤ GUIDE

+15




	3	2	1
	18	9	7

Standard Ranged			
Jungle rifle	4	4/1	- 5/1
Close Combat			
Power grip	7	1/0	- 10/1

Equipment & Abilities as per unit

YETI
➤➤➤ GURU

+30




	4	3	2
	18	9	7

Standard Ranged			
Jungle rifle	4	4/1	- 5/1
Close Combat			
Power grip	7	1/0	- 10/1

Equipment & Abilities as per unit

YETI
➤➤➤➤ VENERABLE

+55






	6	5	2
	18	9	7

Standard Ranged			
Jungle rifle	4	4/1	- 5/1
Close Combat			
Power grip	7	1/0	- 10/1

Equipment & Abilities as per unit

YETI
➤➤➤➤➤ SAINT

+75

	7	7	2
	18	9	7

Standard Ranged			
Jungle rifle	4	4/1	- 5/1
Close Combat			
Power grip	7	1/0	- 10/1

Equipment & Abilities as per unit

WENDIGO ★★
➤ MENTOR



3 1 -

18 9 7 7

Standard Ranged

ZZ rifles	5	4/0	-	6/1	OR
Maser strike	5	2/0	1	4/1	Indirect fire

Equipment & Abilities as per unit

WENDIGO ★★
➤➤ GUIDE



3 2 1

18 9 7 7

Standard Ranged

ZZ rifles	5	4/0	-	6/1	OR
Maser strike	5	2/0	1	4/1	Indirect fire

Equipment & Abilities as per unit

WENDIGO ★★
➤➤➤ GURU



4 3 2

18 9 7 7

Standard Ranged

ZZ rifles	5	4/0	-	6/1	OR
Maser strike	5	2/0	1	4/1	Indirect fire

Equipment & Abilities as per unit

WENDIGO ★★
➤➤➤➤ VENERABLE



6 5 2

18 9 7 7

Standard Ranged

ZZ rifles	5	4/0	-	6/1	OR
Maser strike	5	2/0	1	4/1	Indirect fire

Equipment & Abilities as per unit

WENDIGO ★★
➤➤➤➤➤ SAINT



7 7 2

18 9 7 7

Standard Ranged

ZZ rifles	5	4/0	-	6/1	OR
Maser strike	5	2/0	1	4/1	Indirect fire

Equipment & Abilities as per unit

**WENDIGO INFANTRY
STANDARD UNIT**

4 FIGHTERS INCLUDING
0-1 SPECIALIST + 0-1 OFFICER

4 FIGHTERS 250
EXTRA FIGHTER 60

STD 250 .60/
4 WENDIGOS ★★

Standard Ranged					
ZZ rifles	5	4/0	-	6/1	OR
Maser strike	5	2/0	1	4/1	Indirect fire

0-1 Specialist

Medic First Aid. Once per round save member of the unit. A medic cannot save himself. A medic who has taken damage points cannot use his ability for this salvo.
Announce the use of this ability by shouting Medic! right after the fighter is eliminated.

**WENDIGO INFANTRY
MAXIMUM UNIT**

8 FIGHTERS INCLUDING
2 SPECIAL WEAPONS + 0-1 SPECIALIST + 0-1 OFFICER

8 FIGHTERS 500
EXTRA FIGHTER 60

MAX 500 .60/
8 WENDIGOS ★★

Standard Ranged					
ZZ rifles	5	4/0	-	6/1	OR
Maser strike	5	2/0	1	4/1	Indirect fire

2 Special Weapons

Drum gun	4	4/0	-	8/1	
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0-1 Specialist

Medic First Aid. Once per round save member of the unit. A medic cannot save himself. A medic who has taken damage points cannot use his ability for this salvo.
Announce the use of this ability by shouting Medic! right after the fighter is eliminated.

MAX 500 .60/
8 WENDIGOS ★★

Standard Ranged					
ZZ rifles	5	4/0	-	6/1	OR
Maser strike	5	2/0	1	4/1	Indirect fire

2 Special Weapons

Grenade launcher	4	2/0	3	5/1	Indirect fire
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0-1 Specialist

Medic First Aid. Once per round save member of the unit. A medic cannot save himself. A medic who has taken damage points cannot use his ability for this salvo.
Announce the use of this ability by shouting Medic! right after the fighter is eliminated.

**YETI INFANTRY
STANDARD UNIT**

4 FIGHTERS INCLUDING
0-1 SPECIALIST + 0-1 OFFICER

4 FIGHTERS 300
EXTRA FIGHTER 70

STD 300 .70/
4 YETI ★★

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

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

0-1 Specialist

Medic First Aid. Once per round save member of the unit. A medic cannot save himself. A medic who has taken damage points cannot use his ability for this salvo.

Equipment

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

**YETI INFANTRY
MAXIMUM UNIT**

8 FIGHTERS INCLUDING
2 SPECIAL WEAPONS + 0-1 SPECIALIST + 0-1 OFFICER

8 FIGHTERS 600
EXTRA FIGHTER 70

MAX 600 .70/ +50
8 YETI ★★

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

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

2 Special Weapons

Rocket launcher	2	3/0	-	12/2	
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0-1 Specialist

Medic First Aid. Once per round save member of the unit. A medic cannot save himself. A medic who has taken damage points cannot use his ability for this salvo.

Equipment

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

MAX 600 .70/
8 YETI ★★

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

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

2 Special Weapons

Flamer	[25]	1/0	4	9/1	IF, Projection
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0-1 Specialist

Medic First Aid. Once per round save member of the unit. A medic cannot save himself. A medic who has taken damage points cannot use his ability for this salvo.

Equipment

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

K-FIGHTER OFFICER
OFFICER REPLACES A STANDARD FIGHTER

K-FIGHTER ★★ 
 > MENTOR



3 1 -

18 10 11 7

Standard Ranged

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

Close Combat

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

Equipment & Abilities as per unit

K-WARRIOR OFFICER
OFFICER REPLACES A STANDARD FIGHTER

K-WARRIOR ★★ 
 > MENTOR



3 1 -

18 10 11 7

Standard Ranged

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

Close Combat

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

Equipment & Abilities as per unit

K-SHOOTER OFFICER
OFFICER REPLACES A STANDARD FIGHTER

K-SHOOTER ★★ 
 > MENTOR



3 1 -

18 10 11 7

Standard Ranged

ZZ-gun	7	3/1	-	15/1
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Concentrate Fire! Can re-roll all of the unit's failed damage tests once more. Announce by shouting 'Concentrate Fire!'

Close Combat

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

Equipment & Abilities as per unit

K-FIGHTER INFANTRY STD UNIT

2 FIGHTERS INCLUDING 0-1 OFFICER

STANDARD
2 FIGHTERS 425

STD 425
2 K-FIGHTERS ★★ 
 18 10 11 7



Standard Ranged

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

Close Combat

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


Equipment & Abilities


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

K-WARRIOR INFANTRY STD UNIT

2 FIGHTERS INCLUDING 0-1 OFFICER

STANDARD
2 FIGHTERS 450

STD 450
2 K-WARRIORS ★★ 
 18 10 11 7



Standard Ranged

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

Close Combat

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


Equipment & Abilities


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

K-SHOOTER INFANTRY STD UNIT

2 FIGHTERS INCLUDING 0-1 OFFICER

STANDARD
2 FIGHTERS 375

STD 375
2 K-SHOOTERS ★★ 
 18 10 11 7



Standard Ranged

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

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

Close Combat

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

Equipment & Abilities

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


K-BURNER INFANTRY STD UNIT

2 FIGHTERS INCLUDING 0-1 OFFICER


STANDARD
2 FIGHTERS


375


K-FIGHTER OFFICER
OFFICER REPLACES A STANDARD FIGHTER


STD 375
★★



2 K-BURNER









18


10


11


7


Standard Ranged					
Flamer 1	[25]	1/0	4	9/1	IF, Projection
Flamer 2	[25]	1/0	4	9/1	IF, Projection

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

Equipment: 6 Abilities


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


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


+10
★★



K-BURNER


> MENTOR






3



1







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18


10


11


7

Standard Ranged					
Flamer 1	[25]	1/0	4	9/1	IF, Projection
Flamer 2	[25]	1/0	4	9/1	IF, Projection

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

Equipment: 8 Abilities as per unit

ADDITIONAL EQUIPMENT & ABILITIES

PLACE UNDER UNIT CARD / NOTE NEW COST OF EXTRA FIGHTERS

ADDITIONAL EQUIPMENT OPTIONS

+ GRENADES

EACH EXTRA FIGHTER ADDED NOW 70/
4 ANAKONGAS +20
 EACH EXTRA FIGHTER ADDED NOW 70/
8 ANAKONGAS +40

EACH EXTRA FIGHTER ADDED NOW 70/
4 KAPTARS +20
 EACH EXTRA FIGHTER ADDED NOW 70/
8 KAPTARS +40

EACH EXTRA FIGHTER ADDED NOW 65/
4 WENDIGOS +20
 EACH EXTRA FIGHTER ADDED NOW 65/
8 WENDIGOS +40

EACH EXTRA FIGHTER ADDED NOW 75/
4 YETIS (NO ROCKET LAUNCHER) +20
 EACH EXTRA FIGHTER ADDED NOW 75/
8 YETIS +40

Additional Equipment

Grenades 0 1/0 1 5/1 Indirect fire

ADDITIONAL EQUIPMENT OPTIONS

+ GRENADES

EACH EXTRA FIGHTER ADDED NOW 70/
4 ANAKONGAS +20
 EACH EXTRA FIGHTER ADDED NOW 70/
8 ANAKONGAS +40

EACH EXTRA FIGHTER ADDED NOW 70/
4 KAPTARS +20
 EACH EXTRA FIGHTER ADDED NOW 70/
8 KAPTARS +40

EACH EXTRA FIGHTER ADDED NOW 65/
4 WENDIGOS +20
 EACH EXTRA FIGHTER ADDED NOW 65/
8 WENDIGOS +40

EACH EXTRA FIGHTER ADDED NOW 75/
4 YETIS (NO ROCKET LAUNCHER) +20
 EACH EXTRA FIGHTER ADDED NOW 75/
8 YETIS +40

Additional Equipment

Grenades 0 1/0 1 5/1 Indirect fire

ADDITIONAL EQUIPMENT OPTIONS

+ GRENADES

EACH EXTRA FIGHTER ADDED NOW 70/
4 ANAKONGAS +20
 EACH EXTRA FIGHTER ADDED NOW 70/
8 ANAKONGAS +40

EACH EXTRA FIGHTER ADDED NOW 70/
4 KAPTARS +20
 EACH EXTRA FIGHTER ADDED NOW 70/
8 KAPTARS +40

EACH EXTRA FIGHTER ADDED NOW 65/
4 WENDIGOS +20
 EACH EXTRA FIGHTER ADDED NOW 65/
8 WENDIGOS +40

EACH EXTRA FIGHTER ADDED NOW 75/
4 YETIS (NO ROCKET LAUNCHER) +20
 EACH EXTRA FIGHTER ADDED NOW 75/
8 YETIS +40

Additional Equipment

Grenades 0 1/0 1 5/1 Indirect fire

ADDITIONAL ABILITY OPTIONS

+ KARMIC WARRIOR

ANY KARMAN UNIT
+5 AP PER FIGHTER

Additional Ability

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

ADDITIONAL ABILITY OPTIONS

+ KARMIC WARRIOR

ANY KARMAN UNIT
+5 AP PER FIGHTER

Additional Ability

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

ADDITIONAL ABILITY OPTIONS

+ KARMIC WARRIOR

ANY KARMAN UNIT
+5 AP PER FIGHTER

Additional Ability

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

DIRT TRIKE OFFICER
OFFICER REPLACES A STANDARD VEHICLE

+15
DIRT TRIKE ★

> MENTOR



Standard Ranged

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

Special Attack

BBQ Attack Equivalent of running over infantry.

Equipment & Abilities

Vehicle Variable altitude; limited shooting arc.
Antigrav **Rocket Jump**: can jump over miniatures and terrain elements during movement.

DIRT TRIKE AFV STANDARD UNIT
1 TRIKE INCLUDING 0-1 OFFICER
1 VEHICLE 175
EXTRA VEHICLE 175

STD 175 . 175/
1 **DIRT TRIKE** ★



Standard Ranged

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

Special Attack


BBQ Attack Equivalent of running over infantry.

Equipment & Abilities

Vehicle Variable altitude; limited shooting arc.
Antigrav **Rocket Jump**: can jump over miniatures and terrain elements during movement.

DIRT TRIKE AFV MAXIMUM UNIT
3 TRIKES INCLUDING 0-1 OFFICER
3 VEHICLES 525
EXTRA VEHICLE 175

MAX 525 . 175/
3 **DIRT TRIKES** ★



Standard Ranged

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

Special Attack

BBQ Attack Equivalent of running over infantry.

Equipment & Abilities

Vehicle Variable altitude; limited shooting arc.
Antigrav **Rocket Jump**: can jump over miniatures and terrain elements during movement.

EASY TRIKE OFFICER
OFFICER REPLACES A STANDARD VEHICLE

+15
EASY TRIKE ★

> MENTOR



Standard Ranged

Light jammer 1	5	2/0	-	2+/1	Jammer
Light jammer 2	5	2/0	-	2+/1	Jammer

Special Attack

BBQ Attack Equivalent of running over infantry.

Equipment & Abilities

Vehicle Variable altitude; limited shooting arc.
Antigrav **Rocket Jump**: can jump over miniatures and terrain elements during movement.

EASY TRIKE AFV STANDARD UNIT
1 TRIKE INCLUDING 0-1 OFFICER
1 VEHICLE 250
EXTRA VEHICLE 250

STD 250 . 250/
1 **EASY TRIKE** ★



Standard Ranged

Light jammer 1	5	2/0	-	2+/1	Jammer
Light jammer 2	5	2/0	-	2+/1	Jammer

Special Attack

BBQ Attack Equivalent of running over infantry.

Equipment & Abilities

Vehicle Variable altitude; limited shooting arc.
Antigrav **Rocket Jump**: can jump over miniatures and terrain elements during movement.

EASY TRIKE AFV MAXIMUM UNIT
3 TRIKES INCLUDING 0-1 OFFICER
3 VEHICLES 750
EXTRA VEHICLE 250

MAX 750 . 250/
3 **EASY TRIKES** ★



Standard Ranged

Light jammer 1	5	2/0	-	2+/1	Jammer
Light jammer 2	5	2/0	-	2+/1	Jammer

Special Attack

BBQ Attack Equivalent of running over infantry.

Equipment & Abilities

Vehicle Variable altitude; limited shooting arc.
Antigrav **Rocket Jump**: can jump over miniatures and terrain elements during movement.

DIRT TRIKE OFFICER
OFFICER REPLACES A STANDARD VEHICLE

JUNGLE TRIKE ★

> MENTOR



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

Special Attack
BBQ Attack Equivalent of running over infantry.

Equipment & Abilities
Vehicle Variable altitude; limited shooting arc.
Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

DIRT TRIKE AFV STANDARD UNIT
1 TRIKE INCLUDING 0-1 OFFICER
1 VEHICLE 175
EXTRA VEHICLE 175

STD 200 .200/

1 JUNGLE TRIKE ★



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

Special Attack
BBQ Attack Equivalent of running over infantry.

Equipment & Abilities
Vehicle Variable altitude; limited shooting arc.
Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

DIRT TRIKE AFV MAXIMUM UNIT
3 TRIKES INCLUDING 0-1 OFFICER
3 VEHICLES 525
EXTRA VEHICLE 175

MAX 600 .200/

3 JUNGLE TRIKES ★



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

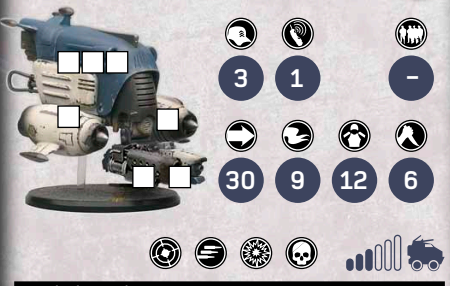
Special Attack
BBQ Attack Equivalent of running over infantry.

Equipment & Abilities
Vehicle Variable altitude; limited shooting arc.
Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

EASY TRIKE OFFICER
OFFICER REPLACES A STANDARD VEHICLE

THUNDER TRIKE ★

> MENTOR



Lt. ZZ-Cannon	8	2/1	-	15/1
Drum cannon	5	4/0	-	8/1

Special Attack
BBQ Attack Equivalent of running over infantry.

Equipment & Abilities
Vehicle Variable altitude; limited shooting arc.
Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

THUNDER TRIKE AFV STANDARD UNIT
1 TRIKE INCLUDING 0-1 OFFICER
1 VEHICLE 250
EXTRA VEHICLE 250

STD 250 .250/

1 THUNDER TRIKE ★



Lt. ZZ-Cannon	8	2/1	-	15/1
Drum cannon	5	4/0	-	8/1

Special Attack
BBQ Attack Equivalent of running over infantry.

Equipment & Abilities
Vehicle Variable altitude; limited shooting arc.
Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

THUNDER TRIKE AFV MAXIMUM UNIT
3 TRIKES INCLUDING 0-1 OFFICER
3 VEHICLES 750
EXTRA VEHICLE 250

MAX 750 .250/

3 THUNDER TRIKES ★



Lt. ZZ-Cannon	8	2/1	-	15/1
Drum cannon	5	4/0	-	8/1

Special Attack
BBQ Attack Equivalent of running over infantry.

Equipment & Abilities
Vehicle Variable altitude; limited shooting arc.
Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

JUNGLE BUGGY OFFICER
OFFICER REPLACES A STANDARD VEHICLE

JUNGLE BUGGY ★

> MENTOR

Standard Ranged

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

Special Attack

BBQ Attack Equivalent of running over infantry.

Equipment & Abilities

Vehicle Variable altitude; limited shooting arc.
Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

KING BUGGY OFFICER
OFFICER REPLACES A STANDARD VEHICLE

KING BUGGY ★

> MENTOR

Standard Ranged

Lt. ZZ-Cannon 1	8	2/1	-	15/1
Lt. ZZ-Cannon 2	8	2/1	-	15/1
Light Flamer 1	[25]	1/0	4	9/1 IF, Projection
Light Flamer 2	[25]	1/0	4	9/1 IF, Projection

Special Attack

BBQ Attack Equivalent of running over infantry.

Equipment & Abilities

Vehicle Variable altitude; limited shooting arc.
Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

KING BUGGY OFFICER
OFFICER REPLACES A STANDARD VEHICLE

THUNDER BUGGY ★

> MENTOR

Standard Ranged

Lt. Drum cannon 1	5	4/0	-	8/1
Lt. Drum cannon 2	5	4/0	-	8/1
Lt. ZZ-Cannon 1	8	2/1	-	15/1
Lt. ZZ-Cannon 2	8	2/1	-	15/1

Special Attack

BBQ Attack Equivalent of running over infantry.

Equipment & Abilities

Vehicle Variable altitude; limited shooting arc.
Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

JUNGLE BUGGY STANDARD UNIT
1 BUGGY INCLUDING 0-1 OFFICER

1 VEHICLE 525

JUNGLE BUGGY ★

1

Standard Ranged

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

Special Attack

BBQ Attack Equivalent of running over infantry.

Equipment & Abilities

Vehicle Variable altitude; limited shooting arc.
Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

KING BUGGY STANDARD UNIT
1 BUGGY INCLUDING 0-1 OFFICER

1 VEHICLE 400

KING BUGGY ★

1

Standard Ranged

Lt. ZZ-Cannon 1	8	2/1	-	15/1
Lt. ZZ-Cannon 2	8	2/1	-	15/1
Light Flamer 1	[25]	1/0	4	9/1 IF, Projection
Light Flamer 2	[25]	1/0	4	9/1 IF, Projection

Special Attack

BBQ Attack Equivalent of running over infantry.

Equipment & Abilities

Vehicle Variable altitude; limited shooting arc.
Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

KING BUGGY STANDARD UNIT
1 BUGGY INCLUDING 0-1 OFFICER

1 VEHICLE 425

THUNDER BUGGY ★

1

Standard Ranged

Lt. Drum cannon 1	5	4/0	-	8/1
Lt. Drum cannon 2	5	4/0	-	8/1
Lt. ZZ-Cannon 1	8	2/1	-	15/1
Lt. ZZ-Cannon 2	8	2/1	-	15/1

Special Attack

BBQ Attack Equivalent of running over infantry.


Equipment & Abilities

Vehicle Variable altitude; limited shooting arc.
Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

KING MAMMOTH STANDARD UNIT
1 BUGGY INCLUDING 0-1 OFFICER

1 VEHICLE 675

1 **KING MAMMOTH** ★★



Standard Ranged

Hvy. ZZ-Cannon	8	4/1	-	17/1	
Lt. Flamer 1	[25]	1/0	4	9/1	IF, Projection
Lt. Flamer 2	[25]	1/0	4	9/1	IF, Projection
Lt. Flamer 3	[25]	1/0	4	9/1	IF, Projection
Lt. Flamer 4	[25]	1/0	4	9/1	IF, Projection

Special Attack

BBQ Attack Equivalent of running over infantry.
Curtain of Flames If Lt. Flamers not shot at end of move, units in shooting arc or hidden partially cannot see vehicle.


Equipment & Abilities

Vehicle Variable altitude; limited shooting arc.
Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

KING MAMMOTH OFFICER
OFFICER REPLACES A STANDARD VEHICLE

+45 **KING MAMMOTH** ★★

>>> GURU



Standard Ranged

Hvy. ZZ-Cannon	8	4/1	-	17/1	
Lt. Flamer 1	[25]	1/0	4	9/1	IF, Projection
Lt. Flamer 2	[25]	1/0	4	9/1	IF, Projection
Lt. Flamer 3	[25]	1/0	4	9/1	IF, Projection
Lt. Flamer 4	[25]	1/0	4	9/1	IF, Projection

Special Attack

BBQ Attack Equivalent of running over infantry.
Curtain of Flames If Lt. Flamers not shot at end of move, units in shooting arc or hidden partially cannot see vehicle.

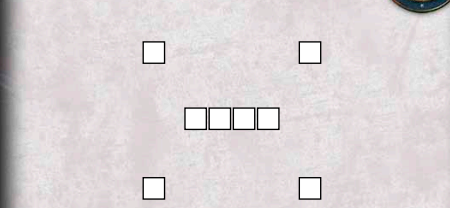
Equipment & Abilities

Vehicle Variable altitude; limited shooting arc.
Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

DIRT KONGAROO VEHICLE STD UNIT
1 CAMEL INCLUDING 0-1 OFFICER

1 VEHICLE 225

1 **DIRT KONAGROO** ★



Standard Ranged

Lt. Drum cannon 1	5	4/0	-	8/1	
Lt. Drum cannon 2	5	4/0	-	8/1	

Abilities & Equipment

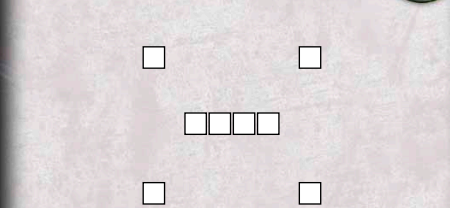
Antigrav Rocket Jump: can jump over miniatures and terrain elements during movement.

Vehicle Variable altitude; limited shooting arc (front 180°).

DIRT KONGAROO VEHICLE OFFICER
OFFICER REPLACES A STANDARD FIGHTER

+15 **DIRT KONGAROO** ★

> MENTOR



Standard Ranged

Lt. Drum cannon 1	5	4/0	-	8/1	
Lt. Drum cannon 2	5	4/0	-	8/1	

Abilities & Equipment

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

Vehicle Variable altitude; limited shooting arc (front 180°).

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.

KARMAN SUPPORT TEAMS

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

ANAKONGA FLAMER SUPPORT TEAM

2 FIGHTERS WITH 2 FLAMERS

2 FIGHTERS 150
EXTRA FIGHTER 75

STD 150 .75/
2 ANAKONGA FLAMER TEAM ★ SUPPORT TEAM



18 8 6 6

Standard Ranged
Drum pistol 1 6/0 - 5/1

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

2 Special Weapons
Flamer [25] 1/0 4 9/1 Indirect fire Projection


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

ANAKONGA DRUM SUPPORT TEAM

2 FIGHTERS WITH 2 DRUM GUNS

2 FIGHTERS 125
EXTRA FIGHTER 65

STD 125 .65/
2 ANAKONGA DRUM TEAM ★ SUPPORT TEAM



18 8 6 6

Standard Ranged
Drum pistol 1 6/0 - 5/1

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

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


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

KAPTAR ZZ SUPPORT TEAM

2 FIGHTERS WITH 2 ZZ-GUNS

2 FIGHTERS 150
EXTRA FIGHTER 75

STD 150 .75/
2 KAPTAR ZZ TEAM ★ SUPPORT TEAM



18 8 6 6

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

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


2 Special Weapons
ZZ-gun 6 2/1 - 15/1

KAPTAR SNIPER SUPPORT TEAM

2 FIGHTERS WITH 2 SNIPER GUNS

2 FIGHTERS 100
EXTRA FIGHTER 55

STD 100 .55/
2 KAPTAR SNIPER TEAM ★ SUPPORT TEAM



18 8 6 6

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

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

2 Special Weapons
Sniper gun 9 2/0 - 9/1 Sniper

KARMAN SUPPORT TEAMS

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

WENDIGO GRENADE SUPPORT TEAM

2 FIGHTERS WITH 2 FLAMERS

2 FIGHTERS 125
 EXTRA FIGHTER 70

STD 125 .70/
2 WENDIGO GRENADE TEAM ★

18 9 7 7

Standard Ranged

ZZ rifles	5	4/0	-	6/1	OR
Maser strike	5	2/0	1	4/1	Indirect fire

2 Special Weapons

Grenade launcher	4	2/0	3	5/1	Indirect fire
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SUPPORT TEAM

WENDIGO DRUM SUPPORT TEAM

2 FIGHTERS WITH 2 DRUM GUNS

2 FIGHTERS 150
 EXTRA FIGHTER 70

STD 150 .70/
2 WENDIGO DRUM TEAM ★

18 9 7 7

Standard Ranged

ZZ rifles	5	4/0	-	6/1	OR
Maser strike	5	2/0	1	4/1	Indirect fire

2 Special Weapons

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

SUPPORT TEAM

YETI ROCKET SUPPORT TEAM

2 FIGHTERS WITH 2 ROCKET LAUNCHERS

2 FIGHTERS 225
 EXTRA FIGHTER 105

STD 225 .105/
2 YETI ROCKET TEAM ★

18 9 7 7

Standard Ranged

Jungle rifle	4	4/1	-	5/1	
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Close Combat

Power grip	7	1/0	-	10/1	
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2 Special Weapons

Rocket launcher	2	3/0	-	12/2	
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Equipment

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

SUPPORT TEAM

YETI FLAMER SUPPORT TEAM

2 FIGHTERS WITH 2 FLAMERS

2 FIGHTERS 150
 EXTRA FIGHTER 80

STD 150 .80/
2 YETI FLAMER TEAM ★

18 9 7 7

Standard Ranged

Jungle rifle	4	4/1	-	5/1	
--------------	---	-----	---	-----	--

Close Combat

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

2 Special Weapons

Flamer	[25]	1/0	4	9/1	IF, Projection
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Equipment

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

SUPPORT TEAM