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Game: **AT-43**

Pub: **Rackham Entertainment (2006)**

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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

v2.1

Mar 2011

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

U.N.A. 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 U.N.A



Platoon Pattern

- Soldier unit (★ / ★★)!
- Soldier unit (★★ / ★★★)
- Soldier unit (★★) or support unit (★ / ★★)
- Soldier unit (★★★) or combat 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 (○) 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 combat 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 (★ / ★★ / ★★★)

SGT. BORZ

OFFICER OF ANY TYPE 2 SOLDIER UNIT
ADDED TO UNIT
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

35 OFFICER OF ANY TYPE 2 SOLDIER UNIT
SGT. A. BORZ ★
➤ SERGEANT



1	3	-
14	5	3
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.

CPT. NEWTON

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

60 OFFICER OF ANY TYPE 1 SOLDIER UNIT
CAPT. H. NEWTON ★
➤➤➤ CAPTAIN



4	7	2
14	7	3
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.

COL. STARK

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

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.

SGT. BORZ ABOARD 'BAD DOG'

OFFICER OF ANY NON-VARIANT FIRE TOAD UNIT
FIRE TOAD 'BAD DOG' ADDED TO UNIT
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

250 OFFICER OF ANY NON-VARIANT FT UNIT
SGT. A. BORZ ABOARD 'BAD DOG' ★
➤ SERGEANT +230



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

CAPT. NEWTON ABOARD AFV

OFFICER OF ANY FIRE TOAD UNIT
FIRE TOAD 'NUMBER ONE' ADDED TO UNIT
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

300 OFFICER OF ANY FIRE TOAD UNIT
CAPT. H. NEWTON ABOARD 'NUMBER ONE' ★
➤➤➤ CAPTAIN



4	7	-
25	8	11
5		


Standard Ranged
Lt laser cannon 1 10 1/1 - 14/1
Lt laser cannon 2 10 1/1 - 14/1

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.
Heroic Pilot

COL. STARK ABOARD 'COPPERHEAD'

SOLO AFV UNIT

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


LT. G. EPSTONE

OFFICER OF ANY DEATH DEALER TACARM UNIT
ADDED TO UNIT
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

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.

LT. G. EPSTONE

OFFICER OF ANY DEATH DEALER TACARM UNIT
ADDED TO UNIT
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

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.

STAR TROOPER OFFICERS
OFFICER REPLACES A STANDARD FIGHTER

STAR TROOPER ★

> SERGEANT



  
 1 3 -
   
 14 4 4 3


Standard Ranged				
Assault rifle	3	1/1	-	4/1






Close Combat				
Combat knife	4	1/0	-	3/1





Equipment as per unit

STAR TROOPER ★

>> MASTER SERGEANT



  
 1 4 1
   
 14 4 4 3


Standard Ranged				
Assault rifle	3	1/1	-	4/1








Close Combat				
Combat knife	4	1/0	-	3/1






Equipment as per unit

STAR TROOPER ★

>>> LIEUTENANT



  
 2 5 2
   
 14 4 4 3

Standard Ranged				
Assault rifle	3	1/1	-	4/1




Close Combat				
Combat knife	4	1/0	-	3/1

Equipment as per unit

STAR TROOPER ★

>>>> CAPTAIN



  
 4 7 2
   
 14 4 4 3

Standard Ranged				
Assault rifle	3	1/1	-	4/1

Close Combat				
Combat knife	4	1/0	-	3/1

Equipment as per unit

STAR TROOPER ★

>>>>> COLONEL



  
 5 9 3
   
 14 4 4 3

Standard Ranged				
Assault rifle	3	1/1	-	4/1

Close Combat				
Combat knife	4	1/0	-	3/1

Equipment as per unit

**STAR TROOPER INFANTRY
STANDARD UNIT**

8 TROOPERS INCLUDING
1 SPECIAL WEAPON + 0-2 SPECIALISTS + 0-1 OFFICER

8 FIGHTERS 175
EXTRA FIGHTER 20

STD 175 .20/ +25
8 STAR TROOPERS ★



14 4 4 3

Standard Ranged
Assault rifle 3 1/1 - 4/1
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.
Combat Engineer Sabotage. Remove a terrain element within 2.5cm during unit's activation.

STD 175 .20/ +25
8 STAR TROOPERS ★



14 4 4 3

Standard Ranged
Assault rifle 3 1/1 - 4/1
Close Combat
Combat knife 4 1/0 - 3/1
1 Special Weapon
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.

STD 175 .20/ +25
8 STAR TROOPERS ★



14 4 4 3

Standard Ranged
Assault rifle 3 1/1 - 4/1
Close Combat
Combat knife 4 1/0 - 3/1
1 Special Weapon
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.

**STAR TROOPER INFANTRY
MAXIMUM UNIT**

12 TROOPERS INCLUDING
2 SPECIAL WEAPONS + 0-2 SPECIALISTS + 0-1 OFFICER

12 FIGHTERS 250
EXTRA FIGHTER 20

MAX 250 .20/ +25
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/ +25
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/ +25
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.

STEEL TROOPER OFFICERS
OFFICER REPLACES A STANDARD FIGHTER

+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

STEEL TROOPER INFANTRY STANDARD UNIT

6 TROOPERS INCLUDING
1 SPECIAL WEAPON + 0-2 SPECIALISTS + 0-1 OFFICER

6 FIGHTERS 175
EXTRA FIGHTER 30

STD 175 .30/ +25 ★

6 STEEL TROOPERS



14 5 5 4

Standard Ranged

Laser rifle	5	1/0	-	5/1
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Close Combat

Combat knife	4	1/0	-	3/1
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1 Special Weapon

Missile launcher	3+	1/0	-	13/2	Locked shot
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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/ +25 ★

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/ +25 ★

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
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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.

STEEL TROOPER INFANTRY MAXIMUM UNIT

9 TROOPERS INCLUDING
2 SPECIAL WEAPONS + 0-2 SPECIALISTS + 0-1 OFFICER

9 FIGHTERS 275
EXTRA FIGHTER 30

STD 275 .30/ +25 ★

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
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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/ +25 ★

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.

MAX 275 .30/ +25 ★

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


Volcano MG	4	3/0	-	7/1
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
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.

WING TROOPER OFFICERS
OFFICER REPLACES A STANDARD FIGHTER

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

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

WING TROOPER ★
➤➤➤ **LIEUTENANT**



  
 2 5 2
   
 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

WING TROOPER ★
➤➤➤➤ **CAPTAIN**



  
 4 7 2
   
 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

WING TROOPER ★
➤➤➤➤➤ **COLONEL**



  
 5 9 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

WING TROOPER INFANTRY
STANDARD UNIT

6 TROOPERS INCLUDING
1 SPECIAL WEAPON + 0-2 SPECIALISTS + 0-1 OFFICER

6 FIGHTERS 200
EXTRA FIGHTER 35

STD 200 .35/ +25
6 WING TROOPERS ★★



18 5 5 4

Standard Ranged
Multilaser 2 1/1 - 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.

STD 200 .35/ +25
6 WING TROOPERS ★★



18 5 5 4

Standard Ranged
Multilaser 2 1/1 - 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.

STD 200 .35/ +25
6 WING TROOPERS ★★



18 5 5 4

Standard Ranged
Multilaser 2 1/1 - 5/1

Close Combat
Combat knife 4 1/0 - 3/1

1 Special Weapon
Sniper gun 10 1/0 - 8/1 Sniper

0-2 Specialists
Medic First Aid. Once per round save member of the unit.

WING TROOPER INFANTRY
MAXIMUM UNIT

9 TROOPERS INCLUDING
2 SPECIAL WEAPONS + 0-2 SPECIALISTS + 0-1 OFFICER

9 FIGHTERS 325
EXTRA FIGHTER 35

STD 325 .35/ +25
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
Missile launcher 3+ 1/0 - 13/2 Locked shot

0-2 Specialists
Medic First Aid. Once per round save member of the unit.

MAX 325 .35/ +25
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
Laser gun 7 1/1 - 14/1

0-2 Specialists
Medic First Aid. Once per round save member of the unit.

MAX 325 .35/ +25
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

0-2 Specialists
Medic First Aid. Once per round save member of the unit.

SHOCK TROOPER OFFICER
OFFICER REPLACES A STANDARD FIGHTER

+10
SHOCK TROOPER ★ ★
➤ **SERGEANT**



1 3 -

14 5 5 5

Standard Ranged

SMG	1	2/0	-	4/1
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Close Combat

Powerpike	7	1/1	-	7/1
-----------	---	-----	---	-----

Equipment: as per unit

SHOCK TROOPER INFANTRY
STANDARD UNIT

6 TROOPERS INCLUDING
1 SPECIAL WEAPON + 0-1 OFFICER
6 FIGHTERS 200
EXTRA FIGHTER 30

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
--------	------	-----	---	-----	-----------------------------

SHOCK TROOPER INFANTRY
MAXIMUM UNIT

9 TROOPERS INCLUDING
2 SPECIAL WEAPONS + 0-1 OFFICER
9 FIGHTERS 325
EXTRA FIGHTER 30

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
--------	------	-----	---	-----	-----------------------------

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/
6 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

+ 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.


STEEL TACARM INFANTRY STD UNIT

3 STEEL TACARMS INCLUDING 0-1 OFFICER

STANDARD

3 FIGHTERS 300

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

STEEL TACARM OFFICER

OFFICER REPLACES A STANDARD FIGHTER

+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

ADDITIONAL EQUIPMENT

PLACE UNDER UNIT CARD

ADDITIONAL EQUIPMENT OPTIONS
 + LASER TARGETER

3 STEEL TACARMS +15

3 SHOCK TACARMS +15

3 JAM TACARMS +15

3 DEATH DEALER TACARMS +15

Additional Equipment
 Laser Targeter
Designer: 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 OPTIONS
 G-PACK

3 SHOCK TACARMS +15

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

ADDITIONAL EQUIPMENT OPTIONS
 + G-PACK
 + LASER TARGETER

3 SHOCK TACARMS +30

Additional Equipment
 G-Pack
Rocket Jump: can jump over miniatures and terrain elements during movement.
 Laser Targeter
Designer: 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.

SHOCK TACARM OFFICER
OFFICER REPLACES A STANDARD FIGHTER

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

JAM TACARM OFFICER
OFFICER REPLACES A STANDARD FIGHTER

JAM TACARM ★★

> SERGEANT



1 3 -

14 6 9 4

Standard Ranged

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

Equipment as per unit

DEATH DEALER TACARM OFFICER
OFFICER REPLACES A STANDARD FIGHTER

DEATH DEALER TACARM ★★

> SERGEANT



1 3 -

14 6 9 4

Standard Ranged

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

Equipment as per unit

SHOCK TACARM INFANTRY STD UNIT

3 SHOCK TACARMS INCLUDING 0-1 OFFICER

STANDARD 250
3 FIGHTERS

3 **SHOCK TACARMS** ★★

STD 250



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


JAM TACARM INFANTRY STD UNIT

3 JAM TACARMS INCLUDING 0-1 OFFICER

STANDARD 275
3 FIGHTERS

3 **JAM TACARMS** ★★

STD 275



14 6 9 4

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


DEATH DEALER INFANTRY STD UNIT

3 DEATH DEALER TACARMS INCLUDING 0-1 OFFICER

STANDARD 300
3 FIGHTERS

3 **DEATH DEALER TACARMS** ★★

STD 300



14 6 9 4

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

FIRE TOAD OFFICER
OFFICER REPLACES A STANDARD FIGHTER

+15
FIRE TOAD ★
> SERGEANT



1 3 -
25 7 11 5

Standard Ranged

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

FIRE TOAD AFV STANDARD UNIT
1 FIRE TOAD INCLUDING 0-1 OFFICER

1 AFV 200
EXTRA AFV 200

MAX 200 . 200/
1 **FIRE TOAD** ★



25 7 11 5

Standard Ranged

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

FIRE TOAD AFV MAXIMUM UNIT
3 FIRE TOADS INCLUDING 0-1 OFFICER

3 AFVs 600
EXTRA AFV 200

MAX 600 . 200/
3 **FIRE TOADS** ★




25 7 11 5

Standard Ranged

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

FIRE TOAD OFFICER
OFFICER REPLACES A STANDARD FIGHTER

+15
FIRE TOAD LIGHT PRINCE ★
> SERGEANT



1 3 -
25 7 11 5

Standard Ranged

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

FIRE TOAD AFV STANDARD UNIT
1 FIRE TOAD INCLUDING 0-1 OFFICER

1 AFV 200
EXTRA AFV 200

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

FIRE TOAD AFV MAXIMUM UNIT
3 FIRE TOADS INCLUDING 0-1 OFFICER

3 AFVs 600
EXTRA AFV 200

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

FIRE TOAD OFFICER
OFFICER REPLACES A STANDARD FIGHTER

+15
FIRE TOAD IRON RAIN ★

> SERGEANT

Standard Ranged

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

FIRE TOAD AFV STANDARD UNIT

1 FIRE TOAD INCLUDING 0-1 OFFICER

1 AFV 200
EXTRA AFV 200

STD 200 . 200/
1 **FIRE TOAD** IRON RAIN ★

Standard Ranged

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

FIRE TOAD AFV MAXIMUM UNIT

3 FIRE TOADS INCLUDING 0-1 OFFICER

3 AFVs 600
EXTRA AFV 200

MAX 600 . 200/
3 **FIRE TOADS** IRON RAIN ★

Standard Ranged

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

FIRE TOAD OFFICER
OFFICER REPLACES A STANDARD FIGHTER

+15
FIRE TOAD LANCELOT ★

> SERGEANT

Standard Ranged

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

FIRE TOAD AFV STANDARD UNIT

1 FIRE TOAD INCLUDING 0-1 OFFICER

1 AFV 150
EXTRA AFV 150

STD 150 . 150/
1 **FIRE TOAD** LANCELOT ★

Standard Ranged

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

FIRE TOAD AFV MAXIMUM UNIT

3 FIRE TOADS INCLUDING 0-1 OFFICER

3 AFVs 450
EXTRA AFV 150

MAX 450 . 150/
3 **FIRE TOADS** LANCELOT ★

Standard Ranged


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

DEFENDER SNAKE AFV STD UNIT

1 DEFENDER SNAKE INCLUDING 0-1 OFFICER

1 AFV **400**

STD 400
1 DEFENDER SNAKE ★



20 8 13 5

Standard Ranged

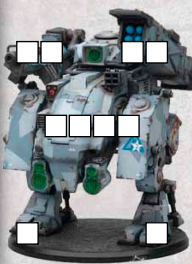
Medium missile launcher	3+	2/0	-	14/2	Locked shot
Medium missile launcher	3+	2/0	-	14/2	Locked shot

DEFENDER SNAKE AFV STD UNIT

1 DEFENDER SNAKE INCLUDING 0-1 OFFICER

1 AFV **350**

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

DEFENDER SNAKE AFV STD UNIT

1 DEFENDER SNAKE INCLUDING 0-1 OFFICER

1 AFV **400**

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	

DEFENDER SNAKE OFFICER

OFFICER REPLACES A STANDARD FIGHTER

+15
DEFENDER SNAKE ★
SERGEANT



1 3 -

20 8 13 5

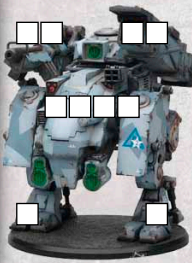
Standard Ranged

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

DEFENDER SNAKE OFFICER

OFFICER REPLACES A STANDARD FIGHTER

+15
DEFENDER SNAKE COBRA ★
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

DEFENDER SNAKE OFFICER

OFFICER REPLACES A STANDARD FIGHTER

+15
DEFENDER SNAKE COBRA M8 ★
SERGEANT



1 3 -

20 8 13 5

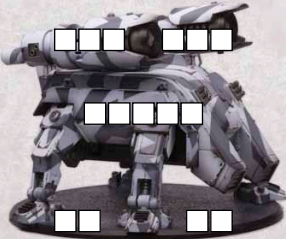
Standard Ranged

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

FIRE CRAWLER AFV STANDARD UNIT
1 FIRE CRAWLER INCLUDING 0-1 OFFICER

1 AFV 775

STD 775
1 FIRE CRAWLER



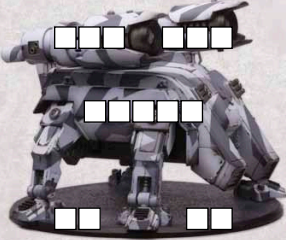
20 9 15 5

Standard Ranged

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

FIRE CRAWLER AFV OFFICER
OFFICER REPLACES A STANDARD FIGHTER

+40
FIRE CRAWLER
LIEUTENANT



2 5 2 20 9 15 5

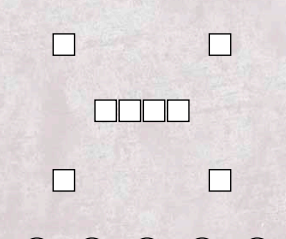
Standard Ranged

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

CAMEL D2 VEHICLE STANDARD UNIT
1 CAMEL INCLUDING 0-1 OFFICER

1 VEHICLE 250

STD 250
1 MAPC DEFENDER MI2 'CAMEL' D2



25 7 9 5 8

Standard Ranged

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

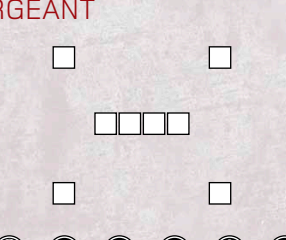
Abilities & Equipment

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

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

CAMEL D2 VEHICLE OFFICER
OFFICER REPLACES A STANDARD FIGHTER

+15
MAPC DEFENDER MI2 'CAMEL' D2
SERGEANT



1 3 - 25 7 9 5 8

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

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

STAR FLAMER SUPPORT TEAM


U.N.A. SUPPORT TEAMS

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

2 FIGHTERS 175
 EXTRA FIGHTER 20

2 **STAR FLAMER**
 STAR TROOPERS

STD 100 . 50/



14 4 4 3

Standard Ranged

Assault rifle	3	1/1	-	4/1
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Close Combat

Combat knife	4	1/0	-	3/1
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2 Special Weapons

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

STAR MG SUPPORT TEAM

2 TROOPERS WITH 2 VOLCANO MGS

2 FIGHTERS 75
 EXTRA FIGHTER 35

2 **STAR MG**
 STAR TROOPERS

STD 75 . 35/



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
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SUPPORT TEAM

STAR MISSILE SUPPORT TEAM

2 TROOPERS WITH 2 MISSILE LAUNCHERS

2 FIGHTERS 100
 EXTRA FIGHTER 45

2 **STAR MISSILE**
 STAR TROOPERS

STD 100 . 45/



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
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SUPPORT TEAM

STEEL LASER SUPPORT TEAM

2 TROOPERS WITH 2 LASER GUNS

2 FIGHTERS 175
EXTRA FIGHTER 20

STD 100 .50/
2 STEEL LASER ★
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

SUPPORT TEAM

STEEL MG SUPPORT TEAM

2 TROOPERS WITH 2 VOLCANO MGS

2 FIGHTERS 75
EXTRA FIGHTER 35

STD 75 .35/
2 STEEL MG ★
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				
Volcano MG	3	3/0	-	7/1

SUPPORT TEAM

STEEL MISSILE SUPPORT TEAM

2 TROOPERS WITH 2 MISSILE LAUNCHERS

2 FIGHTERS 100
EXTRA FIGHTER 45

STD 100 .45/
2 STEEL MISSILE ★
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

SUPPORT TEAM

WING FLAMER SUPPORT TEAM

2 TROOPERS WITH 2 FLAMERS

2 FIGHTERS 175
EXTRA FIGHTER 20

STD 100 .50/
2 WING LASER ★
WING 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

SUPPORT TEAM

WING MG SUPPORT TEAM

2 TROOPERS WITH 2 COLCANO MGS

2 FIGHTERS 75
EXTRA FIGHTER 35

STD 75 .35/
2 WING SNIPER ★
WING 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				
Volcano MG	3	3/0	-	7/1

SUPPORT TEAM

STEEL MISSILE SUPPORT TEAM

2 TROOPERS WITH 2 MISSILE LAUNCHERS

2 FIGHTERS 100
EXTRA FIGHTER 45

STD 100 .45/
2 WING MISSILE ★
WING 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

SUPPORT TEAM

UNA SUPPORT TEAMS ADDITIONAL EQUIPMENT OPTIONS

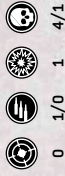
PLACE UNDER UNIT CARD / NOTE NEW COST OF EXTRA FIGHTERS

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 55/
- 2 **STEEL MG TEAM** +20
EACH EXTRA FIGHTER ADDED NOW 50/
- 2 **STEEL MISSILE TEAM** +20
EACH EXTRA FIGHTER ADDED NOW 60/
- 2 **WING LASER TEAM** +20
EACH EXTRA FIGHTER ADDED NOW 60/
- 2 **WING SNIPER TEAM** +20
EACH EXTRA FIGHTER ADDED NOW 50/
- 2 **WING MISSILE TEAM** +20
EACH EXTRA FIGHTER ADDED NOW 70/

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 40/
- 2 **STAR MISSILE TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 50/
- 2 **STEEL LASER TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 50/
- 2 **STEEL MG TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 45/
- 2 **STEEL MISSILE TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 55/
- 2 **WING LASER TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 55/
- 2 **WING SNIPER TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 45/
- 2 **WING MISSILE TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 65/

Additional Equipment

Triple Lense Helmets

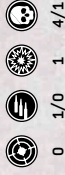
+1 Accuracy direct fire weapons

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 40/
- 2 **STAR MISSILE TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 50/
- 2 **STEEL LASER TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 50/
- 2 **STEEL MG TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 45/
- 2 **STEEL MISSILE TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 55/
- 2 **WING LASER TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 55/
- 2 **WING SNIPER TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 45/
- 2 **WING MISSILE TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 65/

Additional Equipment



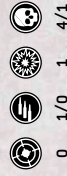
Grenades 0 1/0 1 4/1 Indirect fire

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 55/
- 2 **STEEL MG TEAM** +20
EACH EXTRA FIGHTER ADDED NOW 50/
- 2 **STEEL MISSILE TEAM** +20
EACH EXTRA FIGHTER ADDED NOW 60/
- 2 **WING LASER TEAM** +20
EACH EXTRA FIGHTER ADDED NOW 60/
- 2 **WING SNIPER TEAM** +20
EACH EXTRA FIGHTER ADDED NOW 50/
- 2 **WING MISSILE TEAM** +20
EACH EXTRA FIGHTER ADDED NOW 70/

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 40/
- 2 **STAR MISSILE TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 50/
- 2 **STEEL LASER TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 50/
- 2 **STEEL MG TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 45/
- 2 **STEEL MISSILE TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 55/
- 2 **WING LASER TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 55/
- 2 **WING SNIPER TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 45/
- 2 **WING MISSILE TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 65/

Additional Equipment

Triple Lense Helmets

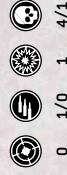
+1 Accuracy direct fire weapons

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 40/
- 2 **STAR MISSILE TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 50/
- 2 **STEEL LASER TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 50/
- 2 **STEEL MG TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 45/
- 2 **STEEL MISSILE TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 55/
- 2 **WING LASER TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 55/
- 2 **WING SNIPER TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 45/
- 2 **WING MISSILE TEAM** +10
EACH EXTRA FIGHTER ADDED NOW 65/

Additional Equipment

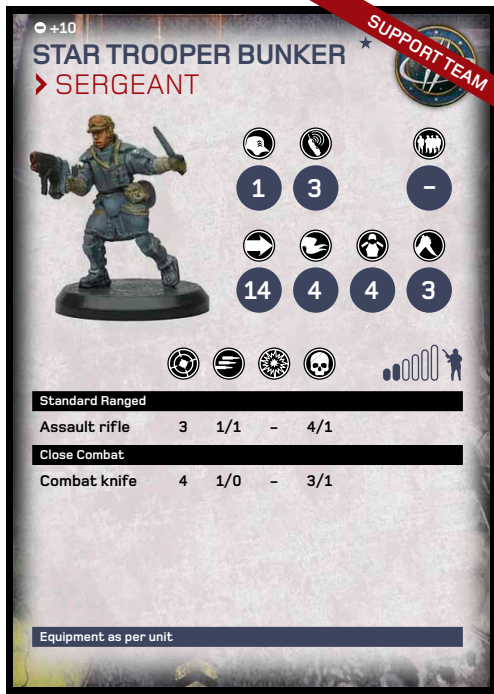


Grenades 0 1/0 1 4/1 Indirect fire

STAR TROOPER BUNKER OFFICERS
OFFICER REPLACES A STANDARD FIGHTER

STAR TROOPER BUNKER ★
➤ SERGEANT

+10



Support Team icon

1 3 -

14 4 4 3

Standard Ranged

Assault rifle	3	1/1	-	4/1
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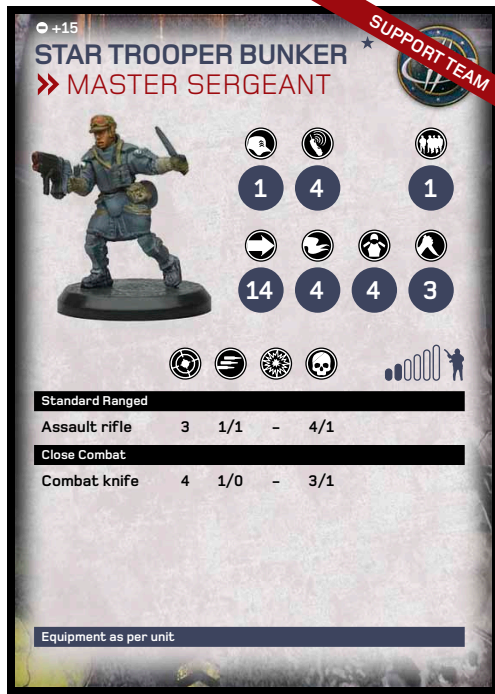
Close Combat

Combat knife	4	1/0	-	3/1
--------------	---	-----	---	-----

Equipment as per unit

STAR TROOPER BUNKER ★
➤➤ MASTER SERGEANT

+15



Support Team icon

1 4 1

14 4 4 3

Standard Ranged

Assault rifle	3	1/1	-	4/1
---------------	---	-----	---	-----

Close Combat

Combat knife	4	1/0	-	3/1
--------------	---	-----	---	-----

Equipment as per unit

STAR TROOPER BUNKER ★
➤➤➤ LIEUTENANT

+25



Support Team icon

2 5 2

14 4 4 3

Standard Ranged

Assault rifle	3	1/1	-	4/1
---------------	---	-----	---	-----

Close Combat

Combat knife	4	1/0	-	3/1
--------------	---	-----	---	-----

Equipment as per unit

STAR TROOPER BUNKER ★
➤➤➤➤ CAPTAIN

+40



Support Team icon

4 7 2

14 4 4 3

Standard Ranged

Assault rifle	3	1/1	-	4/1
---------------	---	-----	---	-----

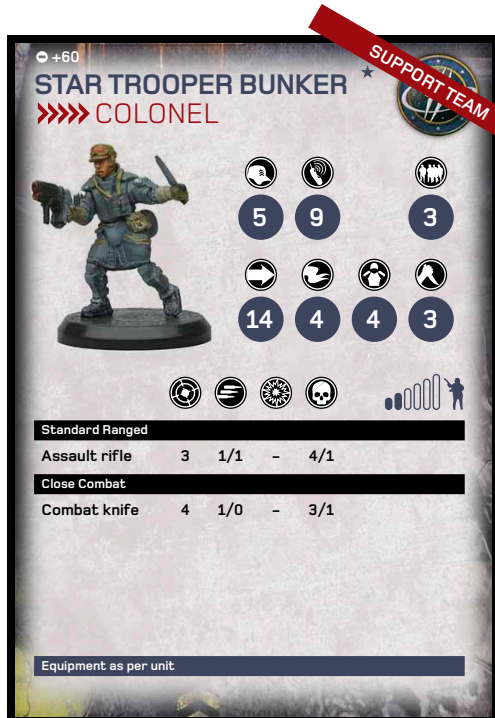
Close Combat

Combat knife	4	1/0	-	3/1
--------------	---	-----	---	-----

Equipment as per unit

STAR TROOPER BUNKER ★
➤➤➤➤➤ COLONEL

+60



Support Team icon

5 9 3

14 4 4 3

Standard Ranged

Assault rifle	3	1/1	-	4/1
---------------	---	-----	---	-----

Close Combat


Combat knife	4	1/0	-	3/1
--------------	---	-----	---	-----

Equipment as per unit

STEEL TROOPER BUNKER OFFICERS
OFFICER REPLACES A STANDARD FIGHTER

STEEL TROOPER BUNKER ★
➤ SERGEANT

+10



Support Team

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

STEEL TROOPER BUNKER ★
➤➤ MASTER SERGEANT

+15



Support Team

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

STEEL TROOPER BUNKER ★
➤➤➤ LIEUTENANT

+25



Support Team

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

STEEL TROOPER BUNKER ★
➤➤➤➤ CAPTAIN

+40



Support Team

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

STEEL TROOPER BUNKER ★
➤➤➤➤➤ COLONEL

+60



Support Team

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

U.N.A. BUNKER TEAMS

CONSIDERED RANK 3 UNITS FOR MORALE (TEST WHEN 1 FIGHTER LEFT)
WHEN A COMPANY INCLUDES A BUNKER UNIT, ALL BUNKERS ON THE BATTLEFIELD BECOME NEUTRAL DROP POINTS THAT CAN ONLY BE USED BY BUNKER UNITS. BUNKER UNITS CAN ONLY BE DEPLOYED THROUGH BUNKER DROP POINTS AND CANNOT LEAVE THEIR BUNKER.

A BUNKER 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.

BUNKER



ROOF
 STRUCTURE

0 - 17 0

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.

STAR BUNKER TEAM MAXIMUM


6 TROOPERS; 3 SPECIAL WPN BEARERS (VOLCANO MG) + 0-2 FIELD ENGINEERS + 0-2 MEDICS + 0-1 OFFICER

6 FIGHTERS 200
EXTRA FIGHTER 20

STD 200 . 20/

6 BUNKER TEAM

STAR TROOPERS



14 4 4 3

Standard Ranged

Assault rifle	3	1/1	-	4/1
---------------	---	-----	---	-----

Close Combat

Combat knife	4	1/0	-	3/1
--------------	---	-----	---	-----

3 Special Weapons

Volcano MG	3	3/0	-	7/1
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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.

STAR BUNKER TEAM MAXIMUM

6 TROOPERS; 3 SPECIAL WPN BEARERS (MISSILE LAUNCHER) + 0-2 FIELD ENGINEERS + 0-2 MEDICS + 0-1 OFFICER

6 FIGHTERS 200+25
EXTRA FIGHTER -

STD 200 +25

6 BUNKER TEAM

STAR TROOPERS



14 4 4 3

Standard Ranged

Assault rifle	3	1/1	-	4/1
---------------	---	-----	---	-----

Close Combat

Combat knife	4	1/0	-	3/1
--------------	---	-----	---	-----

3 Special Weapons

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

STAR BUNKER TEAM STANDARD


2 TROOPERS; 2 SPECIAL WPN BEARERS (VOLCANO MG)

2 FIGHTERS 75
EXTRA FIGHTER 20

STD 75 . 20/

2 BUNKER TEAM

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.

STAR BUNKER TEAM STANDARD

2 TROOPERS; 2 SPECIAL WPN BEARERS (MISSILE OR FLAMER)

2 FIGHTERS 75+25
EXTRA FIGHTER -

STD 75 +25

2 BUNKER TEAM

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
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.

U.N.A. BUNKER TEAMS

CONSIDERED RANK 3 UNITS FOR MORALE (TEST WHEN 1 FIGHTER LEFT)
WHEN A COMPANY INCLUDES A BUNKER UNIT, ALL BUNKERS ON THE
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BY BUNKER UNITS. BUNKER UNITS CAN ONLY BE DEPLOYED THROUGH
BUNKER DROP POINTS AND CANNOT LEAVE THEIR BUNKER.

A BUNKER 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.

STEEL BUNKER TEAM MAXIMUM 6 TROOPERS; 3 SPECIAL WPN BEARERS (MG OR LASER) + 0-2 FIELD ENGINEERS + 0-2 MEDICS + 0-1 OFFICER

6 FIGHTERS 200
EXTRA FIGHTER 25



STD 200 . 25/
6 BUNKER TEAM
STEEL TROOPERS

14 4 4 3

Standard Ranged
Assault rifle 3 1/1 - 4/1

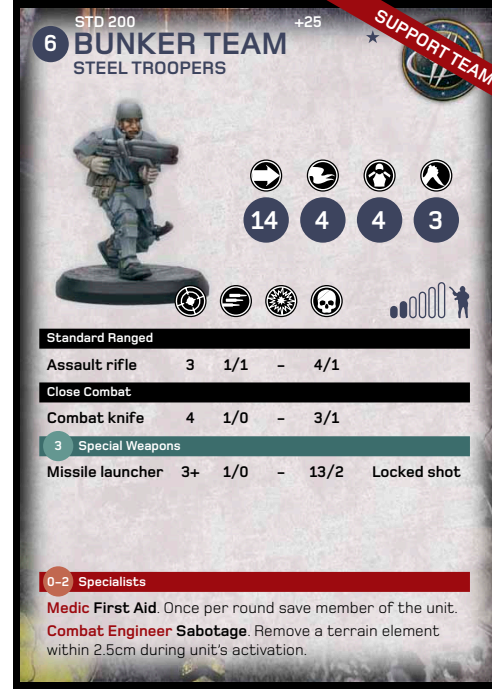
Close Combat
Combat knife 4 1/0 - 3/1

3 Special Weapons
Volcano MG 3 3/0 - 7/1
Laser gun 7 1/1 - 14/1

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.

STEEL BUNKER TEAM MAXIMUM 6 TROOPERS; 3 SPECIAL WPN BEARERS (MISSILE LAUNCHER) + 0-2 FIELD ENGINEERS + 0-2 MEDICS + 0-1 OFFICER

6 FIGHTERS 200+25
EXTRA FIGHTER -



STD 200 . 25/
6 BUNKER TEAM
STEEL TROOPERS

14 4 4 3

Standard Ranged
Assault rifle 3 1/1 - 4/1

Close Combat
Combat knife 4 1/0 - 3/1

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.

STEEL BUNKER TEAM STANDARD 2 TROOPERS; 2 SPECIAL WEAPON BEARERS (MG OR LASER)

2 FIGHTERS 75
EXTRA FIGHTER 25



STD 75 . 25/
2 BUNKER TEAM
STEEL TROOPERS

14 4 4 3

Standard Ranged
Assault rifle 3 1/1 - 4/1

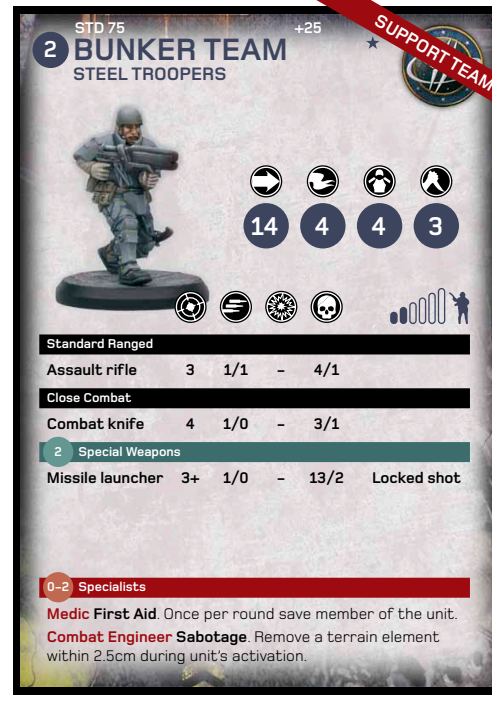
Close Combat
Combat knife 4 1/0 - 3/1

2 Special Weapons
Volcano MG 3 3/0 - 7/1
Laser gun 7 1/1 - 14/1

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.

STEEL BUNKER TEAM STANDARD 2 TROOPERS; 2 SPECIAL WPN BEARERS (MISSILE LAUNCHER)

2 FIGHTERS 75+25
EXTRA FIGHTER -



STD 75 . 25/
2 BUNKER TEAM
STEEL 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.