

# COMBAT SHEET



Company: Company B (AA)  
 Army: Karmans  
 Faction: Army Book  
 Created by: Ian

A.P./Target: 3000  
 A.P./Exact: 2995  
 A.P./Assault: 1740  
 A.P./Reinfor.: 1255

Authority: 4 L.P.: 7/11   
 Max wager: 4 LP  Victory:   
 Reinforcements (5 RP):

AT-43 doesn't implement ALL rules. It's your responsibility to check this sheet using the Army Books.

UNIT	RK	SZ					Weapons						Equipment and specialists
King Mammoth ★ Guru  725 AP <input checked="" type="checkbox"/>		5	25 35	11	16	6	1 Heavy ZZ-Cannon 1 Light Flamer (p) 1 Light Flamer (p) 1 Light Flamer (p) 1 Light Flamer (p)	8 [25]	4/1 1/0	17/1 4 9/1	4 3	>>> 3	Eq : Antigrav, Curtain of flames Karmic Warrior  <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3 MedTech  75 AP <input checked="" type="checkbox"/>		2	14 20	5	5	4							Eq : Medic, Field hospital   <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2 K-Shooters Mentor  395 AP <input checked="" type="checkbox"/>		2	18 24	10	11	7	2 ZZ-Gun 2 Super Power Grip (c) 2 Super Power Grip (c)	7 7 7	3/1 1/0 1/0	15/1 10/2 10/2	> 3 1		Eq : K-Armor, Stability, Super ZZ-Battery Karmic Warrior  <input type="checkbox"/> <input type="checkbox"/>
Jungle Buggy Mentor  545 AP <input checked="" type="checkbox"/>		4	25 35	10	14	6	1 Light ZZ-Cannon 1 Light ZZ-Cannon 1 Light ZZ-Cannon 1 Light ZZ-Cannon	8 8 8 8	2/1 2/1 2/1 2/1	15/1 15/1 15/1 15/1	> 3 1		Eq : Antigrav, Karmic Warrior  <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
6 Kaptars Mentor  390 RP <input type="checkbox"/>		2	18 24	8	6	6	6 ZZ Rifles 6 Power Grip (c)	4 6	4/0 1/0	6/1 10/1	> 3 1		Sp : Mechanic   <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2 K-Fighters Mentor  435 RP <input type="checkbox"/>		2	18 24	10	11	7	2 Jammer 2 Jammer 2 Super Power Grip (c) 2 Super Power Grip (c)	5 5 7 7	2/0 2/0 1/0 1/0	2+1 2+1 10/2 10/2	> 3 1		Eq : K-Armor, Stability   <input type="checkbox"/> <input type="checkbox"/>
2 Kaptars ZZ Team  160 RP <input type="checkbox"/>		2	18 24	8	6	6	2 ZZ-Gun	6	2/1	15/1			Eq : Karmic Warrior   <input type="checkbox"/> <input type="checkbox"/>
1 Easy Trike Mentor  270 RP <input type="checkbox"/>		3	30 40	9	12	6	1 Light Jammer 1 Light Jammer	5 5	2/0 2/0	2+1 2+1	> 3 1		Eq : Antigrav, Karmic Warrior  <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

.../-6 <input checked="" type="checkbox"/>	-5/-4 <input checked="" type="checkbox"/>	-3/-2 <input checked="" type="checkbox"/>	-1/0/+1 <input checked="" type="checkbox"/>	+2/+3 <input checked="" type="checkbox"/>	+4/+5 <input checked="" type="checkbox"/>	+6/... <input checked="" type="checkbox"/>	Safe if	Cover <input checked="" type="checkbox"/>	"Take cover!" <input checked="" type="checkbox"/>	Propulsion <input checked="" type="checkbox"/>	Frame <input checked="" type="checkbox"/>	A weapon <input checked="" type="checkbox"/>
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