

COMBAT SHEET



Company: **Company A [A]**
 Army: **Karmans**
 Faction: **Libra**
 Created by: **Ian**

A.P./Target: **3000**
 A.P./Exact: **3000**
 A.P./Assault: **1735**
 A.P./Reinfor.: **1265**

Authority: 4 L.P.: 7/10
 Max wager: 4 LP Victory:
 Reinforcements (15 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] [25] [25] [25]	4/1 1/0 1/0 1/0 1/0	17/1 9/1 9/1 9/1 9/1			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"/> <input type="checkbox"/>
4 Yetis Mentor 330 AP <input checked="" type="checkbox"/>		2	24 24	9	7	7	4 Jungle Rifle 4 Power Grip (c)	4 7	4/1 1/1	5/1 10/1			Sp : Medic, Eq : Jetpack Staunch resolution, Salutory fearlessness Karmic Warrior <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2 K-Fighters Mentor 435 AP <input checked="" 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			Eq : K-Armor, Stability <input type="checkbox"/> <input type="checkbox"/>
Dirt Kongaroo Transport Mentor 245 AP <input checked="" type="checkbox"/>		4	25 35	10	14	6	1 Light Drum Cannon 1 Light Drum Cannon	5 5	4/0 4/0	8/1 8/1			Eq : Transports 4 fighters Transport fermé, 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"/>
8 Kaptars + Guide Darius 2 Sniper Gun 610 RP <input type="checkbox"/>		2	18 24	8	6	6	6 ZZ Rifles 6 Power Grip (c) 2 Sniper Gun (s) 1 Sniper Gun (s) 1 ZZ Rifles	4 6 9 9 5	4/0 1/0 2/0 2/0 4/0	6/1 10/1 9/1 9/1 6/1			Sp : Mechanic, He : Way of the heart <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"/>
4 Anakongas Mentor 260 RP <input type="checkbox"/>		2	18 24	8	6	6	4 Drum Pistols 4 Power Grip (c)	1 6	6/0 1/0	5/1 10/1			Sp : Mechanic, Eq : Jetpack <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2 K-Shooters Mentor 395 RP <input type="checkbox"/>		2	18 24	10	11	7	2 ZZ-Gun 2 Super Power Grip (c) 2 Super Power Grip (c)	7 7 7	3/2 1/0 1/0	15/1 10/2 10/2			Eq : K-Armor, Stability, Super ZZ-Battery Karmic Warrior, Unfailing vigilance <input type="checkbox"/> <input type="checkbox"/>

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.

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