

COMBAT SHEET



Company: Company II/17/2011 - 5:00 PM
 Army: U.N.A.
 Faction: Central Command
 Created by: XXXX

A.P./Target: 3000
 A.P./Exact: 3000

Authority: 1
 Max wager: 2 LP
 L.P.: 12/12
 Victory:

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
9 Steel Troopers ★ Sergeant 2 Missile Launcher 300 AP <input type="checkbox"/>		2	14 20	5	5	4	7 Laser Rifle 7 Combat Knife (c) 2 Missile Launcher (l)	5 4 3+	1/0 1/0 1/0	5/1 3/1 13/2	> 1	3	Sp : Medic, Mechanic <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
12 Star Troopers Sergeant 2 Missile Launcher 275 AP <input type="checkbox"/>		2	14 20	4	4	3	10 Assault Rifle 10 Combat Knife (c) 2 Missile Launcher (l)	3 4 3+	1/1 1/0 1/0	4/1 3/1 13/2	> 1	3	Sp : Medic, Medic <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
12 Star Troopers Sergeant 2 Flamer 250 AP <input type="checkbox"/>		2	14 20	4	4	3	10 Assault Rifle 10 Combat Knife (c) 2 Flamer (p)	3 4 [25]	1/1 1/0 1/0	4/1 3/1 8/1	> 1	3	Sp : Medic, Medic <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
9 Steel Troopers Sergeant 2 Volcano MG 275 AP <input type="checkbox"/>		2	14 20	5	5	4	7 Laser Rifle 7 Combat Knife (c) 2 Volcano MG	5 4 4	1/0 1/0 3/0	5/1 3/1 7/1	> 1	3	Sp : Medic, Medic <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3 Death Dealer TacArms Sergeant 300 AP <input type="checkbox"/>		2	14 20	6	9	4	3 Volcano MG 3 Volcano MG	4 4	3/0 3/0	7/1 7/1	> 1	3	Eq : Gyroscopes <input type="checkbox"/> <input type="checkbox"/>
3 Light Prince Sergeant 600 AP <input type="checkbox"/>		3	25 35	7	11	5	3 Light Laser Canon 3 Light Machine Gun	8 5	1/1 3/0	14/1 7/1	> 1	3	<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"/> <input type="checkbox"/>
Defender Snake Sergeant 400 AP <input type="checkbox"/>		4	20 30	8	13	5	1 Medium Missile Launcher (l) 1 Medium Missile Launcher (l)	3+ 3+	2/0 2/0	14/2 14/2	> 1	3	<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"/>
Defender Cobra Sergeant 350 AP <input type="checkbox"/>		4	20 30	8	13	5	1 Medium Missile Launcher (l) 1 Medium Mortar (i)	3+ 4	2/0 1/0	14/2 6/1	> 1	3	<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"/>
Camel D2 Transport Sergeant 250 AP <input type="checkbox"/>		4	25 35	7	9	5	1 Light Laser Canon 1 Light Laser Canon	8 8	1/1 1/1	14/1 14/1	> 1	3	Eq : Transports 8 fighters Transport fermé, Antigrav <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Artillery strikes 0 AP <input type="checkbox"/>							1 Artillery strike (i)	5+	5/0	2	9/1		

Advantage: During the company building, each unit can change a standard fighter into a sergeant for free.
 Disadvantage: A unit without an officer must roll a Morale test for each of its activations.

.../-6 	-5/-4 	-3/-2 	-1/0/+1 	+2/+3 	+4/+5 	+6/... 	Safe if	Cover 	"Take cover!" 	Propulsion 	Frame 	A weapon
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