

# COMBAT SHEET



Company: M.Ind Alpha  
Army: U.N.A.  
Faction: M.Ind  
Created by: deadlock6635

A.P./Target: 3000  
A.P./Exact: 2995

Authority: 5 Max wager: 6 LP	L.P.: 20/20	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Victory: <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"/>
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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
10 Steel Troopers ★ Colonel 2 Missile Launcher 440 AP <input checked="" type="checkbox"/>		2	14 20	5/1	5	4	8 Laser Rifle 8 Combat Knife (c) 2 Missile Launcher (l)	6 4 3+	1/0 1/0 1/0	5/1 3/1 13/2	>>>>> 5 9	Sp : Medic, Mechanic Eq : Triple lense helmets White Stars Medal of Honor	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
9 Wing Troopers Master Sergeant 2 Sniper Gun 385 AP <input checked="" type="checkbox"/>		2	18 24	5	5	4	7 Multi Laser 7 Combat Knife (c) 2 Sniper Gun (s)	3 4 11	1/1 1/0 1/0	5/1 3/1 8/1	>> 1 4	Sp : Medic, Medic, Eq : G-Pack Triple lense helmets White Stars Distinguished Service Medal	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
3 Shock TacArms Sergeant 290 AP <input checked="" type="checkbox"/>		2	14 20	6	9	5	3 Flamer (p) 3 Power Lance (c)	[25] 7	1/0 1/1	4 8/1 11/1	> 1 3	Eq : Gyroscopes, Laser targeter, G-Pack	<input type="checkbox"/> <input type="checkbox"/>	
3 Shock TacArms Sergeant 290 AP <input checked="" type="checkbox"/>		2	14 20	6	9	5	3 Flamer (p) 3 Power Lance (c)	[25] 7	1/0 1/1	4 8/1 11/1	> 1 3	Eq : Gyroscopes, G-Pack, Laser targeter	<input type="checkbox"/> <input type="checkbox"/>	
2 Wing Sniper Team 85 AP <input checked="" type="checkbox"/>		2	18 24	5	5	4	2 Sniper Gun (s)	11	1/0	8/1		Eq : G-Pack, Triple lense helmets	<input type="checkbox"/> <input type="checkbox"/>	
2 Steel Missile Team 110 AP <input checked="" type="checkbox"/>		2	14 20	5	5	4	2 Missile Launcher (l)	3+	1/0	13/2		Eq : Triple lense helmets	<input type="checkbox"/> <input type="checkbox"/>	
2 Light Prince Sergeant 415 AP <input checked="" type="checkbox"/>		3	35 35	7	11	5	2 Light Laser Canon 2 Light Machine Gun	8 5	1/1 3/0	14/1 7/1	> 1 3	Eq : Daredevil Special	<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 Cobra Sergeant 365 AP <input checked="" type="checkbox"/>		4	30 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	Eq : Daredevil Special	<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 365 AP <input checked="" 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 250 AP <input checked="" 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		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"/>	

Advantage: Every armored fighting vehicle of the company gets the "Repair" ability. At the beginning or at the end of the activation of its unit, it can repair a friendly armored fighting vehicle within 2.5 cm, including itself. The armored fighting vehicle repaired recovers 1 SP in a location picked by the player. The location chosen may be a piece of equipment previously destroyed.  
Disadvantage: The company is defeated if all its armored fighting vehicles are destroyed.

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