

COMBAT SHEET



Company: Union --- Alpha
Army: U.N.A.
Faction: Union
Created by: deadlock6635

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

Authority: 5 Max wager: 6 LP	L.P.: 18/18	<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
12 Star Troopers ★ Colonel 2 Missile Launcher 455 AP <input checked="" type="checkbox"/>		2	14 20		4	3	10 Assault Rifle 10 Combat Knife (c) 2 Missile Launcher (l) 12 Grenades (i)	4 4 3+	1/1 1/0 1/0	4/1 3/1 13/2	>>>>> 5 9	Sp : Medic, Medic Eq : Triple lense helmets	
12 Star Troopers Master Sergeant 2 Missile Launcher 290 AP <input checked="" type="checkbox"/>		2	14 20		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 4	Sp : Medic, Combat engineer	
9 Wing Troopers Sergeant 2 Sniper Gun 380 AP <input checked="" type="checkbox"/>		2	18 24		5	4	7 Multi Laser 7 Combat Knife (c) 2 Sniper Gun (s)	3 7 11	1/2 1/0 1/1	5/1 3/1 8/1	> 1 3	Sp : Medic, Medic, Eq : G-Pack Triple lense helmets White Stars Marksmanship Medal	
9 Wing Troopers Sergeant 2 Sniper Gun 380 AP <input checked="" type="checkbox"/>		2	18 24		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 3	Sp : Medic, Medic, Eq : G-Pack Triple lense helmets	
3 Shock TacArms Sergeant 290 AP <input checked="" type="checkbox"/>		2	14 20		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	
3 Death Dealer TacArms Sergeant 325 AP <input checked="" type="checkbox"/>		2	14 20		9	4	3 Volcano MG 3 Volcano MG	4 4	3/0 3/0	7/1 7/1	> 1 3	Eq : Gyroscopes, Laser targeter	
Defender Cobra 350 AP <input checked="" type="checkbox"/>		4	20 30		13	5	1 Medium Missile Launcher (l) 1 Medium Mortar (i)	3+ 4	2/0 1/0	14/2 6/1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Camel D2 Transport Sergeant 265 AP <input checked="" type="checkbox"/>		4	25 35		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	
Camel D2 Transport Sergeant 265 AP <input checked="" type="checkbox"/>		4	25 35		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	

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