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Game: **AT-43**

Pub: **Rackham Entertainment (2006)**

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ONI Unit cards

v1 initial release
v1.1 corrections to heroes and vehicles

v1.1

Mar 2011

For best results, print on card, laminate and trim to size.

ONI PLATOON PATTERNS

ONLY ONE PLATOON PATTERN CAN BE USED AT A TIME

- INDICATES FIGURE IS ADDED TO UNIT BUT DOES NOT COUNT IN THE NUMBER FIGHTERS (SO IT IS POSSIBLE TO EXCEED THE MAXIMUM NUMBER OF FIGHTERS).
- INDICATES FIGURE REPLACES A STANDARD FIGHTER.
- IN BOTH CASES THE FIGURE'S COST IS ADDED TO THAT OF THE UNIT.
- A **Soldier** slot may be used to field a unit of Soldiers.
- A **Support** unit slot may be used to field a Support unit.
- An **Infantry** slot may be used to field either a unit of Soldiers or a Support unit.
- A **Strider** slot may be used to field a unit of Striders.
- A **Vehicle** slot may be used to field a unit of Vehicles.
- An **AFV** slot may be used to field either a unit of Striders or a unit of Vehicles.

STANDARD ORGANIZATION ONI



Platoon Pattern

Infantry unit (★ / ★★)!

Infantry unit (all)

Infantry unit (★ / ★★)

AFV unit (all) or Infantry unit (★★)

AFV unit (★★ / ★★★)

General Notes

An **Officer** replaces a standard fighter; his cost is added.

All the **Special Weapon Bearers** in a unit must carry the same weapon.

Each **Specialist** replaces a standard fighter for free.

Extra Fighters:

- cost of each fighter added to the standard number without exceeding the maximum number
- cost of each fighter to exceed the maximum number when there is an officer in the unit. Officer's numbers bonus (○) is the most that can be added.
- a unit must be at its maximum number of fighters in order to have more than one special weapon bearer.

PLATOON PATTERN MERCFORCE



Advantage

A MercForce company gains double the normal amount of RP.

Disadvantage

Each objective controlled by a MercForce company earns the company one less VP (to a minimum of one).

Platoon Pattern

Infantry unit (no zombies) (★★)!

Infantry unit (no zombies) (★★)
or AFV unit (★★)

Infantry unit (★ / ★★)

Infantry unit (★ / ★★★)

AFV unit (all)

PLATOON PATTERN R&D



Advantage

Weapons of R & D's AFVs can continue to shoot even if their SP is zero.

Disadvantage

Once per turn, each opponent can force the R & D player to re-roll one damage test. All of the dice for the current test are re-rolled, and the new dice results replace the old dice results.

Platoon Pattern

AFV unit (★ / ★★)!

Infantry unit (zombie) (★★★)
or AFV unit (★★★)

Infantry unit (★★ / ★★★)
or AFV unit (★)

Infantry unit (★ / ★★)
or AFV unit (★)

Infantry unit (★)
or AFV unit (★★)

ONI MERCENARIES

Any company from any army can recruit ONI platoons from the basic ONI platoon pattern, as follows:

The odd platoons, beginning with the first, adhere to the platoon pattern of the company and are recruited from the original army's fighters (Red Blok, UNA, etc).

The even platoons, beginning with the second, adhere to the generic platoon pattern for ONI and are recruited from ONI fighters only.

PLATOON PATTERN V-SWAT



Advantage

The units of a V-SWAT company cannot be designated as targets of **Overwatch!** fire.

Disadvantage

A V-SWAT company loses the game if during any Control Phase (starting with the fourth) it has fewer VP than the opposing army. If the game consists of more than 2 players, the V-SWAT company retreats from the battlefield and its units are removed from play.

Platoon Pattern

Infantry unit (zombie) (★★ / ★★★)!

Infantry unit (★★ / ★★★)

Infantry unit (zombie) (★ / ★★)

Infantry unit or AFV unit (★ / ★★)

Infantry unit or AFV unit (★ / ★★★)

B. SAMEDI ABOARD 'SATURDAY NIGHT SPECIAL'

OFFICER OF ANY LIGHT ENFORCERS UNIT
LIGHT ENFORCER 'SATURDAY NIGHT SPECIAL' ADDED TO UNIT
DOES NOT COUNT TOWARDS ITS NUMBER OF AFVS

70 OFFICER OF ANY SUPER ZOMBIE UNIT
B. SAMEDI ★
▶ SAMURAI



1	3	1
14	-	5
4		

Standard Ranged

Zombie gun 1	3	1/1	3	4/1	Contamination Indirect fire
Zombie gun 2	3	1/1	3	4/1	Contamination Indirect fire

Equipment & Abilities

Zombie Syndrome A shooting unit must spend 1 LP to shoot at a unit of super zombies (whether led by Samedi or not).

SAMURAI B. SAMEDI

OFFICER OF ANY SUPER ZOMBIE UNIT
ADDED TO UNIT
DOES NOT COUNT TOWARDS ITS NUMBER OF FIGHTERS

70 OFFICER OF ANY INFANTRY UNIT
J. PRIEST ★
▶▶▶ DAIMYO



5	6	3
14	7	3
4		

Standard Ranged

Laser rifle	5	1/0	-	5/1
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Equipment & Abilities

Cog Force Field When unit is issued **Take Cover!** combat drill, always granted cover (cover tests successful on 3-6)

J. PRIEST ABOARD 'LIMO'

SOLO VEHICLE UNIT

225 OFFICER OF ANY LIGHT ENFORCERS UNIT
B. SAMEDI ★
ABOARD 'SAT.NIGHT SPECIAL'
▶ SAMURAI



1	3	1
30	-	11
5		

Standard Ranged

Dual Light MG	4	6/0	-	7/1
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Equipment & Abilities

Mechanic Repair At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.

Vehicle Firing arc is front 180° from middle of vehicle.

Heroic Pilot

SAMURAI NATALYA 'BOKOR' BOKOV

OFFICER OF ANY ONI KORPS UNIT

130 OFFICER OF ANY ONI KORPS UNIT
NATALYA 'BOKOR' BOKOV ★
▶▶▶ SHOGUN



7	9	3
14	7	5
4		

Standard Ranged

Sniper rifle	10	1/0	-	8/1	Sniper
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Equipment & Abilities

Infrared Goggles **Detection.** Ignore enemy **Stealth** ability.

Interference Declare unit is activated. Select a card in opponent's sequence without looking at it and place it wherever you want within the activation sequence.

NATALYA BOKOV ABOARD 'VLAD'

SOLO VEHICLE UNIT

410 SOLO VEHICLE UNIT (+ 1-3 MDs)
J. PRIEST ★
ABOARD 'LIMO'
▶▶▶ DAIMYO



5	6	3
30	7	14
5		

Standard Ranged

Medium graser	7	2/0	-	15/2
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Equipment & Abilities

Mechanic Repair At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.

Vehicle Firing arc is front 180° from middle of vehicle.

Heroic Pilot

SHOGUN NATALYA 'BOKOR' BOKOV

OFFICER OF ANY ONI KORPS UNIT

690 SOLO VEHICLE UNIT (+ 1 HBT)
NATALYA 'BOKOR' BOKOV ★★
ABOARD 'VLAD'
▶▶▶ SHOGUN



7	9	1
25	9	16
5		

Standard Ranged

Hvy maser cannon	7	2/1	-	17/3	Maser effect
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Equipment & Abilities

Infrared Goggles **Detection.** Ignore enemy **Stealth** ability.

Interference Declare unit is activated. Select a card in opponent's sequence without looking at it and place it wherever you want within the activation sequence.

Mechanic Repair At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.

Vehicle Firing arc is front 180° from middle of vehicle.


Heroic Pilot

VIRUS ZOMBIE 'CONTAMINATOR'
INFANTRY STANDARD UNIT
8 FIGHTERS

8 FIGHTERS 175
EXTRA FIGHTER 20

STD 175 .20/

8 VIRUS ZOMBIES 'CONTAMINATOR' ★



14 - 4 4



Close Combat

Claws & fangs 1	4	1/0	-	5/1
Claws & fangs 2	4	1/0	-	5/1

Equipment & Abilities

Zombie Syndrome
A shooting unit must spend 1 LP to shoot at a unit of super zombies.

Bio-Contaminator
Contamination: Any enemy fighter eliminated returns to play as a Contaminator virus zombie.

VIRUS ZOMBIE 'DETONATOR'
INFANTRY STANDARD UNIT
8 FIGHTERS

8 FIGHTERS 175
EXTRA FIGHTER 20

STD 175 .20/

8 VIRUS ZOMBIES 'DETONATOR' ★



14 - 4 4



Close Combat

Claws & fangs 1	4	1/0	-	5/1
Claws & fangs 2	4	1/0	-	5/1

Equipment & Abilities

Zombie Syndrome
A shooting unit must spend 1 LP to shoot at a unit of super zombies.

Bio-Explosive
Autodestruct: One or more fighters may be sacrificed during the unit's activation. The explosion has area of effect of 2, centered on each of the sacrificed fighters, and a Penetration/Damage of 12/1.

VIRUS ZOMBIE 'CONTAMINATOR'
INFANTRY MAXIMUM UNIT
12 FIGHTERS

8 FIGHTERS 250
EXTRA FIGHTER 20

MAX 250 .20/

12 VIRUS ZOMBIES 'CONTAMINATOR' ★



14 - 4 4



Close Combat

Claws & fangs 1	4	1/0	-	5/1
Claws & fangs 2	4	1/0	-	5/1

Equipment & Abilities

Zombie Syndrome
A shooting unit must spend 1 LP to shoot at a unit of super zombies.

Bio-Contaminator
Contamination: Any enemy fighter eliminated returns to play as a Contaminator virus zombie.

VIRUS ZOMBIE 'DETONATOR'
INFANTRY MAXIMUM UNIT
12 FIGHTERS

8 FIGHTERS 250
EXTRA FIGHTER 20

MAX 250 .20/

12 VIRUS ZOMBIES 'DETONATOR' ★



14 - 4 4



Close Combat

Claws & fangs 1	4	1/0	-	5/1
Claws & fangs 2	4	1/0	-	5/1

Equipment & Abilities

Zombie Syndrome
A shooting unit must spend 1 LP to shoot at a unit of super zombies.

Bio-Explosive
Autodestruct: One or more fighters may be sacrificed during the unit's activation. The explosion has area of effect of 2, centered on each of the sacrificed fighters, and a Penetration/Damage of 12/1.

SUPER ZOMBIE 'REANIMATOR ALPHA' OFFICERS
OFFICER REPLACES A STANDARD FIGHTER

+10
SUPER ZOMBIE 'REANIMATOR ALPHA' ★★
➤ **SAMURAI**



1 2 1
14 - 5 5

Standard Ranged
Autoshotgun 3 1/1 - 5/1
Close Combat
Buzzsaw 4 1/1 - 7/1

Equipment as per unit

+15
SUPER ZOMBIE 'REANIMATOR ALPHA' ★★
➤➤ **BUSHI**



2 2 2
14 - 5 5

Standard Ranged
Autoshotgun 3 1/1 - 5/1
Close Combat
Buzzsaw 4 1/1 - 7/1

Equipment as per unit

+25
SUPER ZOMBIE 'REANIMATOR ALPHA' ★★
➤➤➤ **SHOMYO**



3 4 2
14 - 5 5

Standard Ranged
Autoshotgun 3 1/1 - 5/1
Close Combat
Buzzsaw 4 1/1 - 7/1

Equipment as per unit

+40
SUPER ZOMBIE 'REANIMATOR ALPHA' ★★
➤➤➤➤ **DAIMYO**



5 6 3
14 - 5 5

Standard Ranged
Autoshotgun 3 1/1 - 5/1
Close Combat
Buzzsaw 4 1/1 - 7/1

Equipment as per unit

+60
SUPER ZOMBIE 'REANIMATOR ALPHA' ★★
➤➤➤➤➤ **SHOGUN**



5 9 3
14 - 5 5

Standard Ranged
Autoshotgun 3 1/1 - 5/1
Close Combat
Buzzsaw 4 1/1 - 7/1

Equipment as per unit

SUPER ZOMBIE 'REANIMATOR BETA' OFFICERS
OFFICER REPLACES A STANDARD FIGHTER

+10
SUPER ZOMBIE 'REANIMATOR BETA' ★★
➤ **SAMURAI**



1 2 1
14 - 5 5

Standard Ranged

Autoshotgun 1	3	1/1	-	5/1
Autoshotgun 2	3	1/1	-	5/1

Equipment as per unit

+15
SUPER ZOMBIE 'REANIMATOR BETA' ★★
➤➤ **BUSHI**



2 2 2
14 - 5 5

Standard Ranged

Autoshotgun 1	3	1/1	-	5/1
Autoshotgun 2	3	1/1	-	5/1

Equipment as per unit

+25
SUPER ZOMBIE 'REANIMATOR BETA' ★★
➤➤➤ **SHOMYO**



3 4 2
14 - 5 5

Standard Ranged

Autoshotgun 1	3	1/1	-	5/1
Autoshotgun 2	3	1/1	-	5/1

Equipment as per unit

+40
SUPER ZOMBIE 'REANIMATOR BETA' ★★
➤➤➤➤ **DAIMYO**



5 6 3
14 - 5 5

Standard Ranged

Autoshotgun 1	3	1/1	-	5/1
Autoshotgun 2	3	1/1	-	5/1

Equipment as per unit

+60
SUPER ZOMBIE 'REANIMATOR BETA' ★★
➤➤➤➤➤ **SHOGUN**



5 9 3
14 - 5 5

Standard Ranged

Autoshotgun 1	3	1/1	-	5/1
Autoshotgun 2	3	1/1	-	5/1

Equipment as per unit

SUPER ZOMBIE 'REANIMATOR ALPHA'
INFANTRY MAXIMUM UNIT

12 TROOPERS INCLUDING
 2 SPECIAL WEAPONS + 2 SPECIALISTS + 0-1 OFFICER

12 FIGHTERS 475
 EXTRA FIGHTER 40

MAX 475 .40/

6 **SUPER ZOMBIE** ★★
 'REANIMATOR ALPHA'

Standard Ranged				
Autoshotgun	3	1/1	-	5/1
Close Combat				
Buzzsaw	4	1/1	-	7/1
1 Special Weapons				
Zombie gun	3	1/1	3	4/1 Contamination Indirect fire

2 Specialists

Medic First Aid. Once per round save member of the unit.
Zombie Master Contamination to all weapons of this unit. Eliminated enemies return as virus zombies in a new unit.

SUPER ZOMBIE 'REANIMATOR ALPHA'
INFANTRY STANDARD UNIT

6 TROOPERS INCLUDING
 1 SPECIAL WEAPON + 0-1 OFFICER

8 FIGHTERS 225
 EXTRA FIGHTER 40

STD 225 .40/

6 **SUPER ZOMBIE** ★★
 'REANIMATOR ALPHA'

Standard Ranged				
Autoshotgun	3	1/1	-	5/1
Close Combat				
Buzzsaw	4	1/1	-	7/1
1 Special Weapon				
Zombie gun	3	1/1	3	4/1 Contamination Indirect fire

1 Specialist

Medic First Aid. Once per round save member of the unit.
Zombie Master Contamination to all weapons of this unit. Eliminated enemies return as virus zombies in a new unit.

SUPER ZOMBIE 'REANIMATOR BETA'
INFANTRY MAXIMUM UNIT

12 TROOPERS INCLUDING
 2 SPECIAL WEAPONS + 2 SPECIALISTS + 0-1 OFFICER

12 FIGHTERS 450
 EXTRA FIGHTER 35

MAX 450 .35/

6 **SUPER ZOMBIE** ★★
 'REANIMATOR BETA'

Standard Ranged				
Autoshotgun 1	3	1/1	-	5/1
Autoshotgun 2	3	1/1	-	5/1
2 Special Weapons				
Mortar gun	4	1/0	4	6/1 Indirect fire

2 Specialists

Medic First Aid. Once per round save member of the unit.
Z-Demolitionist Explosives Once per round, specialist can inflict one damage point to a fighter or terrain element in contact with him.

SUPER ZOMBIE 'REANIMATOR BETA'
INFANTRY STANDARD UNIT

6 TROOPERS INCLUDING
 1 SPECIAL WEAPON + 0-1 OFFICER

8 FIGHTERS 225
 EXTRA FIGHTER 35

STD 225 .35/

6 **SUPER ZOMBIE** ★★
 'REANIMATOR BETA'

Standard Ranged				
Autoshotgun 1	3	1/1	-	5/1
Autoshotgun 2	3	1/1	-	5/1
1 Special Weapon				
Mortar gun	4	1/0	4	6/1 Indirect fire

1 Specialists

Medic First Aid. Once per round save member of the unit.
Z-Demolitionist Explosives Once per round, specialist can inflict one damage point to a fighter or terrain element in contact with him.

ONI KORPS UN OFFICERS
OFFICER REPLACES A STANDARD FIGHTER

+10 ONI KORPS UN ★★ 

> SAMURAI



		
1	2	1
		
14	5	5
		
4	5	4



Standard Ranged			
Laser rifle	6	1/0	- 5/1
Close Combat			
Combat knife	4	1/0	- 3/1

Equipment as per unit

+15 ONI KORPS UN ★★ 

>> BUSHI



		
2	2	2
		
14	5	5
		
4	5	4







Standard Ranged			
Laser rifle	6	1/0	- 5/1
Close Combat			
Combat knife	4	1/0	- 3/1

Equipment as per unit

+25 ONI KORPS UN ★★ 

>>> SHOMYO




		
3	4	2
		
14	5	5
		
4	5	4









Standard Ranged			
Laser rifle	6	1/0	- 5/1
Close Combat			
Combat knife	4	1/0	- 3/1


Equipment as per unit

+40 ONI KORPS UN ★★ 

>>>> DAIMYO



		
5	6	3
		
14	5	5
		
4	5	4



Standard Ranged			
Laser rifle	6	1/0	- 5/1
Close Combat			
Combat knife	4	1/0	- 3/1

Equipment as per unit

+60 ONI KORPS UN ★★ 

>>>>> SHOGUN



		
5	9	3
		
14	5	5
		
4	5	4







Standard Ranged			
Laser rifle	6	1/0	- 5/1
Close Combat			
Combat knife	4	1/0	- 3/1

Equipment as per unit

ONI KORPS TH OFFICERS
OFFICER REPLACES A STANDARD FIGHTER

+10 ONI KORPS TH ★★ 
> SAMURAI



		
1	2	1
		
14	5	4



Standard Ranged			
Sonic rifle	5	1/1	5/1
Close Combat			
Combat knife	5	1/0	3/1

Equipment as per unit

+15 ONI KORPS TH ★★ 
>> BUSHI




		
2	2	2
		
14	5	4




Standard Ranged			
Sonic rifle	5	1/1	5/1
Close Combat			
Combat knife	5	1/0	3/1

Equipment as per unit

+25 ONI KORPS TH ★★ 
>>> SHOMYO



		
3	4	2
		
14	5	4



Standard Ranged			
Sonic rifle	5	1/1	5/1
Close Combat			
Combat knife	5	1/0	3/1

Equipment as per unit

+40 ONI KORPS TH ★★ 
>>>> DAIMYO



		
5	6	3
		
14	5	4



Standard Ranged			
Sonic rifle	5	1/1	5/1
Close Combat			
Combat knife	5	1/0	3/1

Equipment as per unit

+60 ONI KORPS TH ★★ 
>>>>> SHOGUN



		
5	9	3
		
14	5	4



Standard Ranged			
Sonic rifle	5	1/1	5/1
Close Combat			
Combat knife	5	1/0	3/1

Equipment as per unit

**ONI KORPS UN INFANTRY
STANDARD UNIT**
6 TROOPERS INCLUDING
1 SPECIAL WEAPON + 0-1 OFFICER

6 FIGHTERS 200
EXTRA FIGHTER 30

STD 200 .30/
6 ONI KORPS UN ★★

Standard Ranged
Laser rifle 5 1/0 - 5/1

Close Combat
Combat knife 5 1/0 - 3/1

1 Special Weapon
Laser gun 8 1/1 - 14/1

1 Specialist

Medic First Aid. Once per round save member of the unit.
Mechanic Repair. At the beginning or end of his unit's activation can repair a friendly AFV within 2.5cm (including his own). The AFV regains 1 SP in a desired location, and a destroyed location may be chosen.

Equipment
Triple Lens Helmet Ignore enemy **Stealth** ability.

**ONI KORPS TH INFANTRY
STANDARD UNIT**
6 TROOPERS INCLUDING
1 SPECIAL WEAPON + 0-1 OFFICER

6 FIGHTERS 200
EXTRA FIGHTER 30

STD 200 .30/
6 ONI KORPS TH ★★

Standard Ranged
Sonic rifle 5 1/1 - 5/1

Close Combat
Combat knife 5 1/0 - 3/1

1 Special Weapon
Sonic gun 5 3/0 - 8/1

1 Specialist

Medic First Aid. Once per round save member of the unit.
Mechanic Repair. At the beginning or end of his unit's activation can repair a friendly AFV within 2.5cm (including his own). The AFV regains 1 SP in a desired location, and a destroyed location may be chosen.

Equipment
Triple Lens Helmet Ignore enemy **Stealth** ability.

**ONI KORPS UN INFANTRY
STANDARD UNIT**
12 TROOPERS INCLUDING
2 SPECIAL WEAPONS + 2 SPECIALISTS + 0-1 OFFICER

12 FIGHTERS 425
EXTRA FIGHTER 30

MAX 425 .30/
12 ONI KORPS UN ★★

Standard Ranged
Laser rifle 5 1/0 - 5/1

Close Combat
Combat knife 5 1/0 - 3/1

2 Special Weapons
Laser gun 8 1/1 - 14/1

2 Specialists

Medic First Aid. Once per round save member of the unit.
Mechanic Repair. At the beginning or end of his unit's activation can repair a friendly AFV within 2.5cm (including his own). The AFV regains 1 SP in a desired location, and a destroyed location may be chosen.

Equipment
Triple Lens Helmet Ignore enemy **Stealth** ability.

**ONI KORPS TH INFANTRY
STANDARD UNIT**
12 TROOPERS INCLUDING
2 SPECIAL WEAPONS + 2 SPECIALISTS + 0-1 OFFICER

12 FIGHTERS 400
EXTRA FIGHTER 30

MAX 400 .30/
12 ONI KORPS TH ★★

Standard Ranged
Sonic rifle 5 1/1 - 5/1

Close Combat
Combat knife 5 1/0 - 3/1

2 Special Weapons
Sonic gun 5 3/0 - 8/1

2 Specialists

Medic First Aid. Once per round save member of the unit.
Mechanic Repair. At the beginning or end of his unit's activation can repair a friendly AFV within 2.5cm (including his own). The AFV regains 1 SP in a desired location, and a destroyed location may be chosen.

Equipment
Triple Lens Helmet Ignore enemy **Stealth** ability.

ZOMBIE TACARMA 'ALPHA' STD UNIT

3 FIGHTERS

300
EXTRA FIGHTER 95

MAX 300 .95/
3 TACARM ALPHA ZOMBIES ★★

> SAMURAI

Standard Ranged

Laser gun	7	1/1	-	14/1
Zombie gun	3	1/1	3	4/1 Indirect fire

Equipment & Abilities

Zombie Syndrome
A shooting unit must spend 1 LP to shoot at a unit of super zombies.

Zombie Gun
Contamination: Any enemy fighter eliminated returns to play as a Contaminator or Detonator virus zombie.

ZOMBIE TACARMA 'ALPHA' OFFICER

OFFICER REPLACES A STANDARD FIGHTER

+10
TACARM ALPHA ZOMBIES ★★

> SAMURAI

Standard Ranged

Laser gun	7	1/1	-	14/1
Zombie gun	3	1/1	3	4/1 Indirect fire

Equipment as per unit

ZOMBIE TACARMA 'BETA' STD UNIT

3 FIGHTERS

350
EXTRA FIGHTER 115

MAX 350 .115/
3 TACARM BETA ZOMBIES ★★

> SAMURAI

Standard Ranged

Laser gun	7	1/1	-	14/1
Sonic gun	4	3/0	-	8/1

Equipment & Abilities

Zombie Syndrome
A shooting unit must spend 1 LP to shoot at a unit of super zombies.

ZOMBIE TACARMA 'BETA' OFFICER

OFFICER REPLACES A STANDARD FIGHTER

+10
TACARM BETA ZOMBIES ★★

> SAMURAI

Standard Ranged

Laser gun	7	1/1	-	14/1
Sonic gun	4	3/0	-	8/1

Equipment as per unit

ZOMBIE TACARMA 'GAMMA' STD UNIT

3 FIGHTERS

350
EXTRA FIGHTER 115

MAX 350 .115/
3 TACARM GAMMA ZOMBIES ★★

> SAMURAI

Standard Ranged

Laser gun	7	1/1	-	14/1
Mortar gun	4	1/0	4	6/1 Indirect fire

Equipment & Abilities

Zombie Syndrome
A shooting unit must spend 1 LP to shoot at a unit of super zombies.

ZOMBIE TACARMA 'GAMMA' OFFICER

OFFICER REPLACES A STANDARD FIGHTER

+10
TACARM GAMMA ZOMBIES ★★

> SAMURAI

Standard Ranged

Laser gun	7	1/1	-	14/1
Mortar gun	4	1/0	4	6/1 Indirect fire

Equipment as per unit

LSACV LIGHT ENFORCER OFFICER
OFFICER REPLACES A STANDARD VEHICLE

15
LIGHT ENFORCER ★
SAMURAI

Standard Ranged

Dual light MG	4	6/0	-	7/1
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Equipment & Abilities

Mechanic Repair At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.

Vehicle Firing arc is front 180° from middle of vehicle.

LIGHT ENFORCER STANDARD UNIT
1 LIGHT ENFORCER INCLUDING 0-1 OFFICER

1 VEHICLE 175
EXTRA VEHICLE 175

STD 175 .175/
1 **LIGHT ENFORCER** ★

Standard Ranged

Dual light MG	4	6/0	-	7/1
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Equipment & Abilities

Mechanic Repair At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.

Vehicle Firing arc is front 180° from middle of vehicle.

LIGHT ENFORCER MAXIMUM UNIT
1 LIGHT ENFORCER INCLUDING 0-1 OFFICER

3 VEHICLES 700
EXTRA VEHICLE 175

MAX 700 .175/
4 **LIGHT ENFORCERS** ★

Standard Ranged

Dual light MG	4	6/0	-	7/1
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Equipment & Abilities

Mechanic Repair At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.

Vehicle Firing arc is front 180° from middle of vehicle.

LSACV LIGHT DESTROYER OFFICER
OFFICER REPLACES A STANDARD VEHICLE

15
LIGHT DESTROYER ★
SAMURAI

Standard Ranged

Laser cannon	8	2/1	-	15/1
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Equipment & Abilities

Mechanic Repair At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.

Vehicle Firing arc is front 180° from middle of vehicle.

LIGHT DESTROYER STANDARD UNIT
1 LIGHT DESTROYER INCLUDING 0-1 OFFICER

1 VEHICLE 175
EXTRA VEHICLE 175

STD 175 .175/
1 **LIGHT DESTROYER** ★

Standard Ranged

Laser cannon	8	2/1	-	15/1
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Equipment & Abilities

Mechanic Repair At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.

Vehicle Firing arc is front 180° from middle of vehicle.

LIGHT DESTROYER MAXIMUM UNIT
1 LIGHT DESTROYER INCLUDING 0-1 OFFICER

3 VEHICLES 725
EXTRA VEHICLE 175

MAX 725 .175/
4 **LIGHT DESTROYERS** ★

Standard Ranged

Laser cannon	8	2/1	-	15/1
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Equipment & Abilities

Mechanic Repair At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.

Vehicle Firing arc is front 180° from middle of vehicle.

MEDIUM DESTROYER OFFICERS
OFFICER REPLACES A STANDARD FIGHTER

15
MEDIUM DESTROYER ★
▶ **SAMURAI**

Standard Ranged
Medium graser 7 2/0 - 15/2

Equipment as per unit

25
MEDIUM DESTROYER ★
▶▶ **BUSHI**

Standard Ranged
Medium graser 7 2/0 - 15/2

Equipment as per unit

45
MEDIUM DESTROYER ★
▶▶▶ **SHOMYO**

Standard Ranged
Medium graser 7 2/0 - 15/2

Equipment as per unit

90
MEDIUM DESTROYER ★
▶▶▶▶ **DAIMYO**

Standard Ranged
Medium graser 7 2/0 - 15/2

Equipment as per unit

105
MEDIUM DESTROYER ★
▶▶▶▶▶ **SHOGUN**

Standard Ranged
Medium graser 7 2/0 - 15/2


Equipment as per unit

MEDIUM DESTROYER STD UNIT

1 MEDIUM DESTROYER INCLUDING 0-1 OFFICER

1 VEHICLE 175
EXTRA VEHICLE 175

STD 315 . 315/
1 MEDIUM DESTROYER ★★



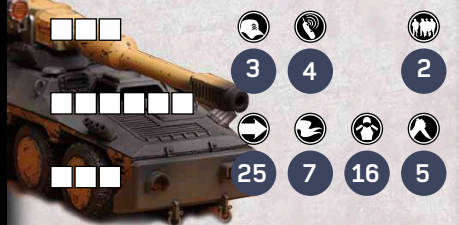
Standard Ranged
Medium graser 7 2/0 - 15/2

Equipment & Abilities
Mechanic Repair At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.
Vehicle Firing arc is front 180° from middle of vehicle.

HEAVY BATTLETANK OFFICER

OFFICER REPLACES A STANDARD VEHICLE

40
HVY BATTLETANK ★★
SHOMYO



Standard Ranged
Hvy maser cannon 7 2/1 - 17/3 Maser effect


Equipment & Abilities
Mechanic Repair At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.
Vehicle Firing arc is front 180° from middle of vehicle.

HEAVY BATTLETANK STANDARD UNIT

1 HEAVY BATTLETANK INCLUDING 0-1 OFFICER

1 VEHICLE 525
EXTRA VEHICLE 525

STD 525 . 525/
1 HEAVY BATTLETANK ★★



Standard Ranged
Hvy maser cannon 7 2/1 - 17/3 Maser effect

Equipment & Abilities
Mechanic Repair At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.
Vehicle Firing arc is front 180° from middle of vehicle.

MEDIUM ENFORCER OFFICER

OFFICER REPLACES A STANDARD VEHICLE

15
MEDIUM ENFORCER ★
SAMURAI



Standard Ranged
Light dual MG 4 6/0 - 7/1

Equipment & Abilities
Mechanic Repair At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.
Vehicle Firing arc is front 180° from middle of vehicle.
Closed Transport

MEDIUM ENFORCER STANDARD UNIT

1 MEDIUM ENFORCER INCLUDING 0-1 OFFICER

1 VEHICLE 375
EXTRA VEHICLE 375

STD 375 . 375/
1 MEDIUM ENFORCER ★



Standard Ranged
Dual light MG 4 6/0 - 7/1

Equipment & Abilities
Mechanic Repair At the beginning or end of its unit's activation can repair a friendly AFV within 2.5cm (including self). The AFV regains 1 SP in a chosen location; a destroyed location may be repaired.
Vehicle Firing arc is front 180° from middle of vehicle.
Closed Transport

ONI MEDTEC

MedTec containers are a secondary objective with no VPs or RPs.

When a MedTec team enters the battlefield, the container and 2 high walls (Size 2) are parachuted in after the unit's movement (but after possible overwatch fire), out of contact with any miniature. If there is not enough room, the MedTec unit stays in reserve (you can choose not to deploy the walls).

A MedTec unit must always take part in the control of its container; if they lose control of the container, the miniatures and terrain are removed from the game.

A MedTec unit can fill a Type 2 infantry slot in any company, regardless of origin. The medical assistance is available to all armies, Cogs and Therians included.

MEDTEC UNIT
3 MEDTEC INCLUDING 3 SPECIALISTS
1 VEHICLE 175
EXTRA VEHICLE 175

STD 75 . 25 /
★★★


3 MEDTEC



↻
↺
↻
↻

14
5
5
4

Field Hospital

ER: use is declared once per round during the activation of a friendly infantry unit in contact with the hospital. One of the unit's fighters comes back into the game.

Specialists

Medic First Aid. The 2 nurses and the medic have this ability. Once per round they can each save a member of their unit or a member of a unit in contact. The player shouts "Medic!" to announce the use of this ability right after the fighter is eliminated. A medic cannot save himself. A medic who has taken damage points cannot use his ability for this salvo.