

COMPANY SHEET



Company: 5/24/2009 - test Mind (I)
 Army: U.N.A.
 Faction: M.Ind
 Created by: C David Ross

A.P./Target: 2000
 A.P./Exact: 1990
 A.P./Assault: 1265
 A.P./Reinfor.: 725

Authority: 1 L.P.: 7/9
 Max wager: 2 LP Victory:
 Reinforcements (225 RP):

Easy 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
2 Fire Toad Sergeant 415 AP <input checked="" type="checkbox"/>		3	25 35	7	11	5	2 Light Laser Canon 2 Light Laser Canon	8 8	1/1 1/1	14/1 14/1	> 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"/>	
Hero Gladrial Jinkins Five ★ 12 Star Troopers Sergeant 2 Volcano MG 320 AP <input checked="" type="checkbox"/>		2	14 20	4	4	3	10 Assault Rifle 10 Combat Knife (c) 2 Volcano MG	4 4 4	1/1 1/0 3/0	4/1/1 3/1/1 7/1/1	> 1 3		Sp : Medic, Medic Eq : Triple lense helmets, Big Gun Medal <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"/>	
Camel D2 Transport Sergeant 265 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	> 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"/> <input type="checkbox"/>	
3 Death Dealer TacArms Sergeant 310 RP <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"/>	
6 Shock Troopers + Sergeant A. Borz 1 Flamer 265 AP <input checked="" type="checkbox"/>		2	14 20	5	5	5	5 Sub Machine Gun 5 Power Pike (c) 1 Flamer (p) 1 Laser Pistol	1 7 (25) 3	2/0 1/1 1/0 1/0	4/1 7/1 8/1 4/1	> 1 3		Eq : G-Pack, He : Leadership, Designator <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Defender Snake Sergeant 415 RP <input type="checkbox"/>		4	20 30	8	13	5	1 Medium Missile Launcher (I) 1 Medium Missile Launcher (I)	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"/>	

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"/>	Frame <input type="checkbox"/>	A weapon
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