



UCM STARTER ARMY

FASTPLAY SHEET

DROPZONE

COMMANDER

1/1



HQ BATTLEGROUP



NAME	MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
WOLF	9"	A	12	3	TANK	-



2

POINTS

60

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
MULTI-MISSILE (ANTI-ARMOUR)	-	F	12"	8"	1	2+	9	ALT-1, PENETRATIVE, STRAFE-3
MULTI-MISSILE (AIRBURST)	3"	F	12"	6"	3	4+	7	AA, ALT-1, INDIRECT

A

TARGET LINK: THIS UNIT CANNOT REACTION FIRE.



ARMOUR BATTLEGROUP x2



NAME	MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
SABRE	4"	A	15	1	TANK	-



2

SQUAD SIZE

3

POINTS

99

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
AVENGER RAILGUN	-	F/S/R	∞	24"	1	2+	10	ARTICULATED
EQUALIZER MACHINEGUN	-	F/S	24"	12"	2	3+	3	-

B



NAME	MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
RAPIER	4"	A	15	1	TANK	-



2

SQUAD SIZE

3

POINTS

129

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
VINDICATOR (FOCUSED)	-	F/S/R	∞	18"	3	3+	7	ALT-1, AA-2, ARTICULATED
VINDICATOR (WIDE)	-	F/S/R	24"	12"	8	3+	4	ALT-1, ARTICULATED
EQUALIZER MACHINEGUN	-	F/S	24"	12"	2	3+	3	-

C



FRONTLINE BATTLEGROUP x2



NAME	MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
LEGIONNAIRES	2"	-	7	5	INFANTRY 4+	-



1

SQUAD SIZE

3

POINTS

66

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
ASSAULT RIFLES	1"	F/S/R	36"	9"	4	3+	3	REDUCED-1
MISSILE LAUNCHER	0"	F/S/R	∞	9"	1	3+	9	PENETRATIVE
CLOSE ASSAULT RIFES	-	F/S/R	CQ	CQ	5	-	3	REDUCED-1

D



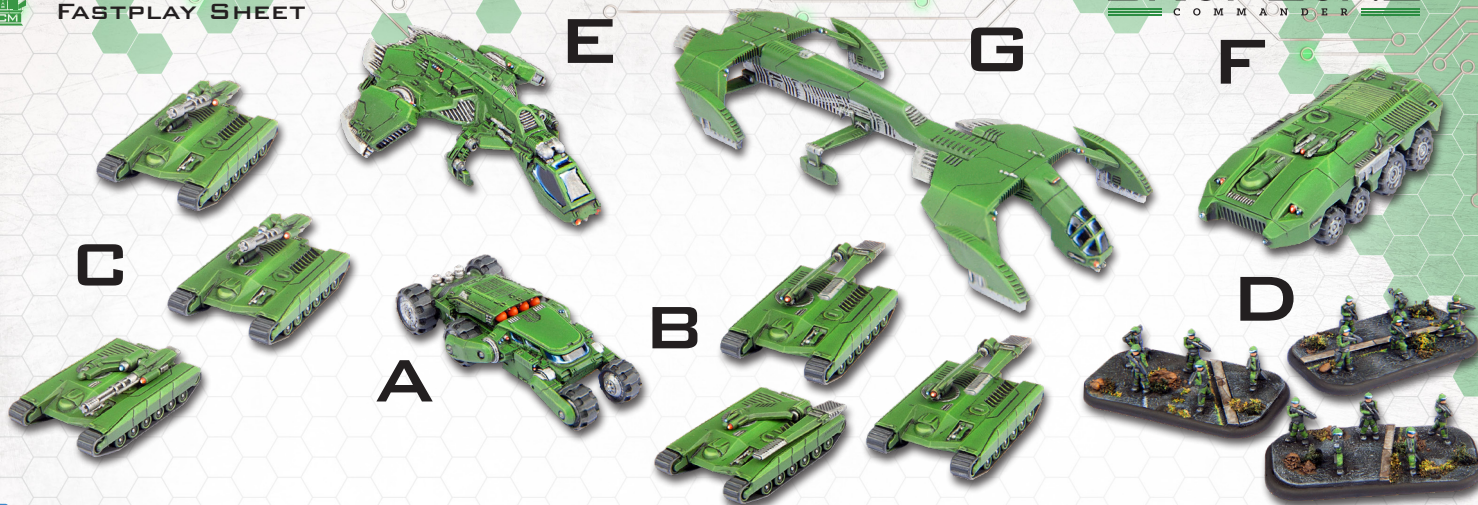
UCM STARTER ARMY

FASTPLAY SHEET

DROPZONE

COMMANDER

1/1



AUXILIARY BATTLEGROUP



NAME	MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
RAVEN B	24"	A	10	1	AIRCRAFT	-



POINTS

15

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TWIN GATLING	9"	F	24"	12"	4	4+	3	-

F



NAME	MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
BEAR	6"	A	13	2	TANK	-



POINTS

15

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TWIN GATLING	9"	F	24"	12"	4	4+	3	-

F



NAME	MOVE	COUNTER MEASURES	ARMOUR	DAMAGE POINTS	TYPE	SPECIAL
CONDOR	18"	A	10	3	AIRCRAFT	-



POINTS

30

	M&F	ARC	R(F)	R(C)	SHOTS	ACC	E	SPECIAL
TWIN GATLING	9"	F	24"	12"	4	4+	3	-

G