

MARAUDERS

ARMY SPECIAL RULES:

All units have the Crushing Strength (1) special rule, unless otherwise stated in their entry.

ALLIES: Corporation, Rebs, Forgefathers, the eighth race, Asterians.

INFANTRY

GRUNTS

GRUNT TEAM								Cost: 50 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (5)	5	4+	4	12	10	4+	2	

Special: Can buy one special melee weapon.

GRUNT SECTION								Cost: 90 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (10)	5	4+	8	12	20	4+	4	

Special: Can buy one BFG. Can buy up to two special melee weapons.

GRUNT PLATOON								Cost: 170 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (20)	5	4+	16	12	40	4+	8	

Special: Can buy up to two BFGs. Can buy up to three special melee weapons.

RIFLE-GRUNTS

RIFLE-GRUNT TEAM								Cost: 60 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (5)	5	4+	8	24	5	4+	2	

Special: Can buy up to two BFGs.

RIFLE-GRUNT SECTION								Cost: 110 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (10)	5	4+	16	24	10	4+	4	

Special: Can buy up to four BFGs.

HEAVIES

HEAVIES TEAM								Cost: 110 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (5)	5	4+	8	12	10	6+	2	

Special: Crushing Strength (5), Lumbering.

HEAVIES SECTION								Cost: 200 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (10)	5	4+	16	12	20	6+	4	

Special: Crushing Strength (5), Lumbering.

JUMPERS

JUMPER TEAM								Cost: 85 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (5)	10	4+	4	12	10	4+	2	

Special: Jump Troops. Fast.
Can buy one special melee weapon.

JUMPER SECTION								Cost: 150 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (10)	10	4+	8	12	20	4+	4	

Special: Jump Troops. Fast.
Can buy one BFG. Can buy up to two special melee weapons.

JUMPER PLATOON								Cost: 285 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (20)	10	4+	16	12	40	4+	8	

Special: Jump Troops. Fast.
Can buy up to two BFGs. Can buy up to three special melee weapons.

STUNTS

STUNTS SECTION								Cost: 40 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (10)	5	5+	8	12	10	3+	3	

Special: Craven, note that this unit does not have Crushing Strength and does not count as a 'solid unit'.

STUNTS PLATOON								Cost: 75 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (20)	5	5+	16	12	20	3+	7	

Special: Craven, note that this unit does not have Crushing Strength and does not count as a 'solid unit'.

STUNT-BOTS

STUNT-BOT TEAM								Cost: 110 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (3)	5	5+	10	36	3	7+	1	

Special: Piercing (1), Crushing Strength (5), Lumbering.

STUNT-BOT SECTION								Cost: 200 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Inf (6)	5	5+	20	36	6	7+	3	

Special: Piercing (1), Crushing Strength (5), Lumbering.

ORDNANCE

BIG SHELLS GUN								Cost: 50 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Ord	5	4+	1	72	—	5+	1	

Special: Blast (2D6), Piercing (2), Howitzer.

BIG TANK-KILLER GUN								Cost: 50 pts
Type	Spd	Hit	Fire	Ran	Att	Def	Ner	
Ord	5	4+	1	72	—	5+	1	

Special: Blast (D6), Piercing (6).

ARMOUR

ATTACKSTER							
Cost: 50 pts							
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Arm	12	4+	*	*	–	6+	2

Special: Fast, Open Top. Must buy one BFG [A]. Instead of a BFG it can buy a fighting platform for +20 pts, gaining the Transport (5) and Open Top rules.

GRUNT SHIFTER							
Cost: 100 pts							
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Arm	10	4+	*	*	–	9+	2

Special: Open Top, Transport (20).
Can buy up to two BFGs [A], each reducing its transport by (5). Can transport a single Ordnance unit (counting as 20 models).

AIRCRAFT

FIGHTER							
Cost: 90 pts							
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Air	–	5+	*	*	–	7+	2

Special: Must buy four BFGs [F] (not Flamers!).

HEROES/MONSTERS

BATTLEBOT							
Cost: 150 pts							
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
H/M	5	4+	*	*	5	9+	2

Special: Crushing Strength (7), Lumbering.
Can buy up to two BFGs at half the listed price, each reducing its Attacks by 1.

CAPTAIN							
Cost: 50 pts							
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
H/M	5	3+	3	12	4	5+	2

Special: Individual, Inspiring, Crushing Strength (2), Piercing (1).
Can buy one special melee weapon or one BFG, reducing its Attacks by 2.
Can choose one of the following options:
- wear a 'Heavies suit', increasing his Def to 6+ but becoming Lumbering, for free.
- wear a jump harness, gaining the Fast and Jump Troops rules, for +40 pts.

WEAPONRY

BFGs

Machine gun			
Cost: 20 pts			
	Fire	Ran	Special
Machine gun	5	36	Piercing (1)

Anti-tank gun			
Cost: 40 pts			
	Fire	Ran	Special
Anti-tank gun	1	24	Blast (D3) Piercing (5)

Fire-thrower		Cost: 25 pts
Flamer (10) – see main rules.		

SPECIAL MELEE WEAPONS

Ripper Cost: 35 pts
Roll separately two extra dice in melee for the unit. If these Attacks hit, they are resolved at Crushing Strength (5).

