

## MARAUDERS

Unit	Qty	Pts
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### COMMANDO SERGEANT

SP	RA	FI	SV	AR	HP	SZ	Bs
1-2	5+	4+	4+	-	2	1	25mm

Recon 4+, Tactician (1), By The Numbers

VP:2 Leader 1 18

Weapon	Range	AP	Keywords
Dual Knives	CC	-	Frenzy (1)
Pistol	R3	-	-

### COMMANDO

SP	RA	FI	SV	AR	HP	SZ	Bs
1-2	5+	5+	4+	-	2	1	25mm

VP:1 Troop 1 11

Weapon	Range	AP	Keywords
Flamer	R2	-	It Burns!

### COMMANDO

SP	RA	FI	SV	AR	HP	SZ	Bs
1-2	5+	5+	4+	-	2	1	25mm

VP:1 Troop 4 11

Weapon	Range	AP	Keywords
Rifle	R6	-	Rapid Fire

### RIPPER RAINMAKER

SP	RA	FI	SV	AR	HP	SZ	Bs
1-2	5+	6+	4+	2	3	2	40mm

Rampage, Solid

VP:3 Specialist 1 27

Weapon	Range	AP	Keywords
Rotary Cannon	R5	-	Weight of Fire (1)
Rocket Salvo	R8	-	Indirect - Frag (3), One-use
HEW Beamer	R7	AP3	Heavy
Frag Launchers	R3	-	Explosive - Frag (3)

Units:7 Troops:5 Specialists:(1/5) Support:(0/1) VPs:10

## SPECIAL RULES

By The Numbers A Commando may re-roll any dice as part of a Fight, Shoot or Survive test

When an Explosive attack is used it may injure or kill models in the target cube, and the force of the explosion will throw survivors to the ground. There will always be a second keyword to denote the type of explosive attack e.g. Frag (3), Blast etc.  
Perform a *Shoot* action automatically hitting the target cube that is in LOS; you do not need to be able to see an individual model within the cube. Now resolve the type of attack using the secondary keyword.

Explosive - Frag (n):  
Frag (N):  
Roll a (n) dice 4+ test (X) for the strength of the attack. No additional dice can be added for any reason. For example, a Frag (5) weapon would roll 5 dice for the test. Models in the target cube must roll a 3 dice Survive test (X).

Roll once for the attack and separately for each affected target model's Survive test.

**Draw or target has more successes:** Attack misses or fails to cause any harm.

**Frag has more successes:** The difference in number of successes is the amount of HP lost.

Whatever the results of the attack, all surviving models in the target cube are thrown one cube in a random direction (see Scatter on page 27) and are then Pinned.

Frenzy A model with this keyword may re-roll (n) dice when making Fight tests.

(n) *Frenzy* is cumulative. If more than one *Frenzy* modifier applies to the test then add together the (n) value from each source.

Heavy The weapon is cumbersome and takes time to set up and sight in. Any *Shoot* action made with this weapon is as a long action.

For *Indirect* weapons *Shoot* becomes a long action and you may not target models within 2 cubes of the shooting model.

*Indirect* weapons can shoot at models within Line of Sight, or they can choose to shoot at targets they cannot see.

To shoot, choose a target cube within range and more than 2 cubes from the shooting model.

If the firing model has LOS to an enemy model in the target cube, roll a 3 dice Ranged test (1). No other dice can be added, or re-rolls of any kind made, for any reason.

If the firing model does not have LOS to an enemy model, then a *Shoot* action may still be undertaken if both the shooting model and the target cube are visible when viewed from directly above. If a *Shoot* is possible but there is no LOS then the test becomes 3 dice Ranged test (2).

Indirect - inaccurate shot will Scatter (see page 27) onto the highest level of the stack it scatters onto.

Frag (n) Indirect will always be listed by the type of missile being fired as Indirect (n) e.g. *Indirect (Frag(3))*

Frag (N):

Roll a (n) dice 4+ test (X) for the strength of the attack. No additional dice can be added for any reason. For example, a Frag (5) weapon would roll 5 dice for the test. Models in the target cube must roll a 3 dice Survive test (X).

Roll once for the attack and separately for each affected target model's Survive test.

**Draw or target has more successes:** Attack misses or fails to cause any harm.

**Frag has more successes:** The difference in number of successes is the amount of HP lost.

Whatever the results of the attack, all surviving models in the target cube are thrown one cube in a random direction (see Scatter on page 27) and are then Pinned.

Weapons with this keyword unleash indiscriminate sheets of flame, acid, or similar lethal concoctions.

It Burns! weapons attack every model in the same cube as the primary target, regardless of which side they are on or whether they are visible to the Shooter. In reality, the weapon fires great gouts of flame that fill the cube, and even near-misses set things alight.

Choose one visible model as the primary target and roll a 3 dice Ranged test (X) with no modifiers or re-rolls allowed of any kind. Roll a 3 dice Survive

It Burns!	<p><b>test (X)</b> separately for each model in the target cube. Compare each individually to the attack roll to see the results as per a normal ranged attack. Whatever the result of the attack (even if it misses) all models in the target cube are set on fire (mark them with a fire marker). A model can have a maximum of one fire marker at any one time.</p> <p>A model with a fire marker must attempt to put out the fire when it is activated. This is a free Special action that the model must take (before even a <i>Stand Up</i> action) but will not count towards its normal action limit this activation. It is resolved as follows:</p> <p>The fire rolls a <b>3 dice 4+ test (X)</b>.</p> <p>The target rolls a <b>3 dice Survive test (X)</b>.</p> <p><b>Draw or Survive has more successes:</b> The target puts out the fire before it does any real damage. The model may continue with any remaining actions as normal.</p> <p><b>Fire has more successes:</b> The target manages to put out the flames and is no longer on fire, but suffers damage in the process. The number of HP lost is equal to the difference in total successes. Armour can reduce damage as normal (resolved using AP0, regardless of the AP of the original attack). The model's activation ends immediately.</p>
One-use	<p>This keyword, item, or weapon, may be used only once during a game.</p> <hr/> <p>When a model with this keyword is Injured, it goes crazy. In this state of blood frenzy it may even attack its friends. For the remainder of the game, while it remains injured, whenever the player chooses to activate it, they must roll one dice and consult the following list:</p> <p>1-2: The opposing player may control the model's actions for this Turn. This can include attacking the active model's friends. In the confusion, neither side may claim the +1 modifier for additional friends in a close combat fight. This model's actions count as an activation for the active model's side, not for the side that actually controlled it.</p> <p>3-6: The player may use the model as normal.</p> <p>Rampage 7-8: The player may use the model as normal. In addition, as the model is so frantic it may move 1 cube before it takes its normal actions, or, if it starts its turn Pinned, it may automatically <i>Stand Up</i> instead, before taking its normal actions.</p> <p>While under the effect of result 1-2, the model does not count as a member of any Strike Team in play for purposes of cube capacity, and as such may move into cubes containing members of its Strike Team (and initiate close combat fights against them). The model may still have items and keywords used on it by members of its original Strike Team (such as <i>Medic</i> or <i>Medi-kits</i>).</p> <p>This may result in a cube becoming more crowded than it is normally allowed. Whenever a model starts their activation in an over-crowded cube and is free to choose their action, they must move out of that cube before they do anything else.</p>
Rapid Fire	<p>A model using a weapon with the <i>Rapid Fire</i> keyword may choose to fire it normally, or Blaze Away with a <i>Shoot</i> action in an attempt to pin models, but cause no damage. Rules that affect <i>Shoot</i> actions, still apply (e.g. Evade, Smoke etc.).</p> <p>The active model must declare they are making a Blaze Away attempt and then follow the same rules for making a <i>Shoot</i> action (LOS, Range etc). However, the player making the Blaze Away rolls a <b>4 dice Ranged test (X)</b>.</p> <p><b>Modifiers</b></p> <p><b>Clear Shot, +2 dice:</b> If you have a completely unobstructed view to the whole of the target model (including the base).</p> <p><b>High Ground, +1 die:</b> If you are on a higher level than the target.</p> <p><b>Friendly Fire, -2 dice:</b> If there are any friendly models in the target cube.</p> <p><b>Note:</b> Armour and Armour Piercing is not applicable when making a Survive roll against a Blaze Away because no damage is caused.</p> <p><b>Target Survive Roll</b></p> <p>Assuming the shooting model scored at least one success, the player using the target model now rolls a <b>3 dice Survive test (X)</b>.</p> <p><b>Blaze Away Results</b></p> <p>Both players now compare the number of successes they have rolled.</p> <p>If the active model has rolled more successes than the target model, the target model is Pinned (see page 26).</p> <p>With any other result, nothing happens.</p>
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Solid	A model with this keyword is not affected by weapon effects that move their target to a new cube, such as <i>Blast</i> , <i>Frag</i> or a <i>Knockback</i> . It may still lose HP from such attacks however. In addition, the model is never Pinned for any reason.
Tactician (n)	<p>A model with this keyword is a great leader and intuitively understands how to get the most out of a combat situation. Its player adds (n) Command Dice to their Command Dice roll while the <i>Tactician</i> model remains in play (not left the game, or killed).</p> <p>Having more than one <i>Tactician</i> in a Strike Team provides no additional benefit beyond having a replacement if the first one is killed. Simply select the model you wish to use (probably the one that gives the most extra dice!).</p>
Weight of Fire (n)	A model with this keyword may re-roll (n) dice when making Ranged tests.
	<i>Weight of Fire</i> is cumulative. If more than one <i>Weight of Fire</i> modifier applies to the test then add together the (n) value from each source.