

# THE CORPORATION

## ARMY SPECIAL RULES

### Command & Control

All units in this list have this special rule. The Inspiring special rule has a range of 12" instead of the usual 6".

### Weapon Teams

A weapon team counts as a single model armed with the weapon stated in the unit entry.

### ALLIES

Marauders, Forgefathers, Asterians.

## INFANTRY

### MARINES

#### MARINES TEAM Cost: 50 pts

Type	Spd	Hit	Att	Def	Ner
Inf	5	4+	1	4+	9/11

Unit: 4 Marines (laser rifles) and 1 Corporal (laser rifle).

Options: One Marine can replace his rifle with a heavy laser rifle for +5 pts. One Marine can replace his rifle with a tactical flame unit for +25 pts. The Corporal may be replaced by a Sergeant (laser pistol and energy gauntlet) for +25 pts.

#### MARINES SECTION Cost: 125 pts

Type	Spd	Hit	Att	Def	Ner
Inf	5	4+	1	4+	9/11

Unit: 9 Marines (laser rifles) and 1 Sergeant (laser pistol and energy gauntlet).

Options: Up to two Marines can replace their rifle with a heavy laser rifle for +5 pts each. One Marine can replace his rifle with a tactical flame unit for +25 pts.

#### MARINES PLATOON Cost: 250 pts

Type	Spd	Hit	Att	Def	Ner
Inf	5	4+	1	4+	9/11

Unit: 18 Marines (laser rifles), 1 Corporal (laser pistol and energy gauntlet) and 1 Sergeant (laser pistol and energy gauntlet).

Options: Up to four Marines can replace their rifle with a heavy laser rifle for +5 pts each. Up to two Marines can replace their rifle with a tactical flame unit for +25 pts each.

### MARINE VETERANS

#### VETERANS TEAM Cost: 60 pts

Type	Spd	Hit	Att	Def	Ner
Inf	5	4+	1	4+	10/12

Unit: 4 Veterans (laser rifles) and 1 Corporal (laser rifle).

Options: Up to two Veterans can replace their rifle with a heavy laser rifle for +5 pts each. One Veteran can replace his rifle with a tactical flame unit for +25 pts. The Corporal may be replaced by a Sergeant (pistol and energy gauntlet) for +25 pts. Two Veterans can be replaced by a single weapon team (burst laser) for +15 pts. The weapon team can replace their burst laser with a light laser cannon for +10 pts.

#### VETERANS SECTION Cost: 180 pts

Type	Spd	Hit	Att	Def	Ner
Inf	5	4+	1	4+	10/12

Unit: 7 Veterans (laser rifles), one weapon team (burst laser) and 1 Sergeant (laser pistol and energy gauntlet).

Options: Up to four Veterans can replace their rifle with a heavy laser rifle for +5 pts each. Up to two Veterans can replace their rifle with a tactical flame unit for +25 pts each. The weapon team can replace their burst laser with a light laser cannon for +10 pts.

### RANGERS

#### RANGERS TEAM Cost: 90 pts

Type	Spd	Hit	Att	Def	Ner
Inf	5	4+	1	4+	10/12

Unit: 4 Veterans (heavy laser rifles) and 1 Corporal (heavy laser rifle).

Special: Elite, Infiltration, Magnetic charges.

Options: Up to two Rangers can replace their rifle with a tactical flame unit for +20 pts each. The Corporal may be replaced by a Sergeant (pistol and energy gauntlet) for +20 pts.

#### RANGERS SECTION Cost: 205 pts

Type	Spd	Hit	Att	Def	Ner
Inf	5	4+	1	4+	10/12

Unit: 9 Rangers (heavy laser rifles) and 1 Sergeant (laser pistol and energy gauntlet).

Special: Elite, Infiltration, Magnetic charges.

Options: Up to three Rangers can replace their rifle with a tactical flame unit for +20 pts each.

## MARINE HEAVY WEAPONS

### HEAVY WEAPON TEAM Cost: 35 pts

Type	Spd	Hit	Att	Def	Ner
Inf	5	4+	1	4+	9/11

Unit: 1 heavy weapon team (burst laser).

Options: The team can replace their burst laser with a light laser cannon for +10 pts.

### HEAVY WEAPON SECTION Cost: 105 pts

Type	Spd	Hit	Att	Def	Ner
Inf	5	4+	1	4+	9/11

Unit: 3 heavy weapon teams (burst lasers).

Options: The entire unit can replace their burst lasers with light laser cannons for +30 pts.

## STRIDERS

### STRIDER Cost: 50 pts

Type	Spd	Hit	Att	Def	Ner
Inf	6	4+	1	6+	9/11

Unit: 1 strider (burst laser).

Special: Recon, Fast, Crushing Strength (1), Bulky.

Options: The strider can replace its burst laser with a tactical flame unit for free, or with a light laser cannon for +10 pts.

### STRIDER SECTION Cost: 150 pts

Type	Spd	Hit	Att	Def	Ner
Inf	6	4+	1	6+	9/11

Unit: 3 striders (burst lasers).

Special: Recon, Fast, Crushing Strength (1), Bulky.

Options: The entire unit can replace their burst lasers with tactical flame units for free, or with light laser cannons for +30 pts.

## ENFORCERS - STRIKE UNITS

### STRIKE TEAM Cost: 120 pts

Type	Spd	Hit	Att	Def	Ner
Inf	5	3+	1	5+	10/12

Unit: 4 Enforcers (heavy laser rifle) and 1 Sergeant (heavy laser pistol).

Special: Jump Troops, Crushing Strength (1), Magnetic charges.

Options: One Enforcer can replace his rifle with a tactical flame unit or a burst laser for +20 pts, or a rocket launcher for +30 pts.

### STRIKE SECTION Cost: 240 pts

Type	Spd	Hit	Att	Def	Ner
Inf	5	3+	1	5+	10/12

Unit: 9 Enforcers (heavy laser rifle) and 1 Sergeant (heavy laser pistol).

Special: Jump Troops, Crushing Strength (1), Magnetic charges.

Option: Up to two Enforcers can replace their rifle with a tactical flame unit or a burst laser for +20 pts each, or a rocket launcher for +30 pts each.

## ENFORCERS - ASSAULT UNITS

### ASSAULT TEAM Cost: 120 pts

Type	Spd	Hit	Att	Def	Ner
Inf	5	3+	1	5+	10/12

Unit: 4 Enforcers (heavy laser pistol) and 1 Sergeant (heavy laser pistol).

Special: Jump Troops, Crushing Strength (1), Magnetic charges.

Options: One Enforcer can replace his pistol with a tactical flame unit for +20 pts.

### ASSAULT SECTION Cost: 240 pts

Type	Spd	Hit	Att	Def	Ner
Inf	5	3+	1	5+	10/12

Unit: 9 Enforcers (heavy laser pistol) and 1 Sergeant (heavy laser pistol).

Special: Jump Troops, Crushing Strength (1), Magnetic charges.

Options: Up to two Enforcers can replace their pistol with a tactical flame unit for +20 pts each.

## ENFORCERS - SUPPRESSION UNITS

### SUPPRESSION TEAM Cost: 120 pts

Type	Spd	Hit	Att	Def	Ner
Inf	5	3+	1	5+	10/12

Unit: 4 Enforcers (heavy laser rifle) and 1 Sergeant (heavy laser pistol).

Special: Jump Troops, Crushing Strength (1), Magnetic charges.

Options: Two Enforcers **must** replace their rifle with a burst laser for +20 pts each, or a rocket launcher for +30 pts each. A further two Enforcers can replace their rifle with a burst laser for +20 pts each, or a rocket launcher for +30 pts each.

### SUPPRESSION SECTION Cost: 240 pts

Type	Spd	Hit	Att	Def	Ner
Inf	5	3+	1	5+	10/12

Unit: 9 Enforcers (heavy laser rifle) and 1 Sergeant (heavy laser pistol).

Options: Four Enforcers **must** replace their rifle with a burst laser for +20 pts each, or a rocket launcher for +30 pts each. A further five Enforcers can replace their rifle with a burst laser for +20 pts each, or a rocket launcher for +30 pts each.

## ORDNANCE

### FIELD ARTILLERY Cost: 95 pts

Type	Spd	Hit	Att	Def	Ner
Ord	5	4+	-	5+	9/11

Unit: 1 artillery piece (field howitzer).

Options: Can replace the field howitzer with a heavy laser cannon for +20 pts.

## ARMOUR

### ARMoured PERSONNEL CARRIER

#### APC-13 'WARRIOR' Cost: 130 pts

Type	Spd	Hit	Att	Def	Ner
Arm	12	4+	-	9+	9/11

Unit: 1 Warrior APC – one burst laser [A], one burst laser [F].

Special: Stabilised, Transport (10), Crushing Strength (2).

### MAIN BATTLE TANK

#### MBT-01 'PULVERIZER' Cost: 250 pts

Type	Spd	Hit	Att	Def	Ner
Arm	12	4+	-	11+	9/11

Unit: 1 Pulverizer MBT – one heavy laser cannon or close assault gun [A], one burst laser or tactical flame weapon [F].

Special: Stabilised, Crushing Strength (4).

Options: Can replace the burst laser with a light laser cannon for +10 pts. Can buy two burst lasers or two tactical flame weapons (one [R] and one [L]) for +50 pts, or two light laser cannons (one [R] and one [L]) for +70 pts.

### SELF-PROPELLED ARTILLERY

#### SPA-7 'BLASTER' Cost: 140 pts

Type	Spd	Hit	Att	Def	Ner
Arm	12	4+	-	6+	9/11

Unit: 1 Blaster SPA – one field howitzer [F], one burst laser [F].

Special: Crushing Strength (2).

Options: Can replace the field howitzer with a multiple rocket launcher for +35 pts.

### FLAME-THROWER LIGHT TANK

#### FLT-8 'FIRESTORM' Cost: 125 pts

Type	Spd	Hit	Att	Def	Ner
Arm	12	4+	-	9+	9/11

Unit: 1 Firestorm FLT – one tactical flame weapon [A], one burst laser or tactical flame weapon [F].

Special: Fast, Crushing Strength (2).

## HEROES AND MONSTERS

### COMMANDER Cost: 50 pts

Type	Spd	Hit	Att	Def	Ner
Hero	5	4+	1	4+	10/12

Unit: 1 Commander (heavy laser pistol).

Special: Inspiring, Stealthy, Support Grid Relay.

Options: Can have an energy gauntlet for +25 pts.

### SNIPER Cost: 40 pts

Type	Spd	Hit	Att	Def	Ner
Hero	5	3+	1	4+	10/12

Unit: 1 Sniper (sniper rifle, laser pistol).

Special: Stealthy, Infiltration.

Options: Can have magnetic charges for +5 pts.

## WEAPONS

	Fire	Ran	Special
<b>Laser rifle</b>	1	24	-

	Fire	Ran	Special
<b>Laser pistol</b>	1	12	Pistol

	Fire	Ran	Special
<b>Heavy laser rifle</b>	1	18	Piercing (1)

	Fire	Ran	Special
<b>Heavy laser pistol</b>	1	12	Piercing (1), Pistol

	Fire	Ran	Special
<b>Sniper rifle</b>	1	36	Piercing (2), Sniper Reload!

	Fire	Ran	Special
<b>Tactical flame unit</b>	10	12	Saturation

	Fire	Ran	Special
<b>Burst laser</b>	5	36	Piercing (1)

	Fire	Ran	Special
<b>Light laser cannon</b>	1	36	Piercing (6)

	<b>Fire</b>	<b>Ran</b>	<b>Special</b>
<b>Rocket launcher</b>	1	36	Piercing (5)

	<b>Fire</b>	<b>Ran</b>	<b>Special</b>
<b>Heavy laser cannon</b>	1	72	Piercing (6)

	<b>Fire</b>	<b>Ran</b>	<b>Special</b>
<b>Close assault gun</b>	1	24	Blast (D6), Piercing (5)

	<b>Fire</b>	<b>Ran</b>	<b>Special</b>
<b>Field howitzer</b>	1	72	Howitzer, Blast (D6), Piercing (2) Reload!

	<b>Fire</b>	<b>Ran</b>	<b>Special</b>
<b>Multiple rocket launcher</b>	2	72	Indirect Fire, Blast (D6), Piercing (1) Reload!

### **Energy gauntlet**

In melee, instead of attacking normally, the model can make a single special attack. If this attack hits, the hit is resolved at Crushing Strength (5).

### **Magnetic charges**

If in melee against an Armoured unit, instead of attacking normally, the model can make a single special attack. If this attack hits, the hit is resolved at Crushing Strength (3), or Crushing Strength (5) if the target is stationary.

### **Support Grid Relay**

The model counts as armed with a Multiple Rocket Launcher, which he can use only once per game. This represents artillery barrages from off-map artillery, high level bombers or ships in orbit.