

# THE MARAUDERS

## ARMY SPECIAL RULES

Melee Specialists

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

## ALLIES

Corporation, Forgefathers, Veer-myn, Asterians, Rebs.

## INFANTRY

### GRUNTS

#### GRUNTS TEAM Cost: 50 pts

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

Unit: 4 Grunts (pistol) and 1 Leader (pistol).

Options: The Leader can have a ripper talon for +35 pts.

#### GRUNTS SECTION Cost: 100 pts

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

Unit: 9 Grunts (pistol) and 1 Leader (pistol).

Options: The Leader can have a ripper talon for +35 pts. One Grunt can replace his pistol with a machine gun or an anti-tank gun for +25 pts.

#### GRUNTS PLATOON Cost: 200 pts

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

Unit: 19 Grunts (pistol) and 1 Leader (pistol).

Options: The Leader can have a ripper talon for +35 pts. One Grunt can have a ripper talon for +35 pts. Up to two Grunts can replace their pistol with a machine gun or an anti-tank gun for +25 pts each.

### FRAGGERS

#### FRAGGERS TEAM Cost: 50 pts

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

Unit: 4 Fraggers (rifle) and 1 Leader (rifle).

Options: The Leader can replace his rifle with pistol and ripper talon for +35 pts. One Grunt can replace his rifle with a machine gun or an anti-tank gun for +25 pts.

#### FRAGGERS SECTION Cost: 100 pts

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

Unit: 9 Fraggers (rifle) and 1 Leader (rifle).

Options: The Leader can replace his rifle with pistol and ripper talon for +35 pts. Up to two Grunts can replace their pistol with a machine gun or an anti-tank gun for +25 pts each.

### JUMPERS

#### JUMPERS TEAM Cost: 75 pts

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

Unit: 4 Jumpers (pistol) and 1 Leader (pistol).

Special: Jump troops

Options: The Leader can have a ripper talon for +35 pts. One Grunt can have a ripper talon for +35 pts.

#### JUMPERS SECTION Cost: 150 pts

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

Unit: 9 Jumpers (pistol) and 1 Leader (pistol).

Special: Jump troops

Options: The Leader can have a ripper talon for +35 pts. Up to two Grunts can have a ripper talon for +35 pts each.

#### JUMPERS PLATOON Cost: 300 pts

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

Unit: 19 Jumpers (pistol) and 1 Leader (pistol).

Special: Jump troops

Options: The Leader can have a ripper talon for +35 pts. Up to five Grunts can have a ripper talon for +35 pts each.

## **RIPPERS**

### RIPPER TEAM Cost: 150 pts

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

Unit: 4 Rippers (ripper pistol and ripper talon) and 1 Leader (ripper pistol and ripper talon).

### RIPPER SECTION Cost: 300 pts

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

Unit: 9 Rippers (ripper pistol and ripper talon) and 1 Leader (ripper pistol and ripper talon).

## **STUNTS\***

### STUNTS SECTION Cost: 35 pts

	Spd	Hit	Att	Def	Ner
Stunt	5	5+	1	3+	7/10

Unit: 9 Stunts (stunt gun) and 1 Runt (stunt gun).

### STUNTS PLATOON Cost: 70 pts

	Spd	Hit	Att	Def	Ner
Stunt	5	5+	1	3+	7/10

Unit: 19 Stunts (stunt gun) and 1 Runt (stunt gun).

## **STUNT-BOTS**

### STUNT-BOT TEAM Cost: 150 pts

	Spd	Hit	Att	Def	Ner
Stunt-bot	5	5+	1	7+	7/10

Unit: 3 stunt bots (machine gun).

Special: Crushing Strength (5), Bulky.

Options: The entire unit can replace their machine guns with flamethrowers or with anti-tank guns for free.

## **ORDNANCE**

### CANNON Cost: 95 pts

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

Unit: 1 artillery piece (big shells cannon).

Options: Can replace the big shells cannon with a tank killer cannon for +20 pts.

## **ARMOUR**

### RAPTOR Cost: 110 pts

	Spd	Hit	Att	Def	Ner
Raptor	15	4+	-	6+	9/11

Unit: 1 Raptor – one anti-tank gun, machine gun or flamethrower [F].

Special: Nimble, Open Top, Transport (10), Crushing Strength (1).

Options: Can have a Quad upgrade for free (losing Nimble, but gaining Fast).

### BULL Cost: 125 pts

	Spd	Hit	Att	Def	Ner
Bull	15	4+	-	8+	9/11

Unit: 1 Bull – one anti-tank gun, machine gun or flamethrower [A].

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

Options: Can have a Quad upgrade for free (losing Nimble, but gaining Fast).

### JUGGERNAUT Cost: 160 pts

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

Unit: 1 Juggernaut – one anti-tank gun, machine gun or flame thrower [F].

Special: Open Top, Crushing Strength (4), Tough (3), Transport (20). A Juggernaut can transport a single Ordnance unit (which counts as 20 models).

Options: Can buy up to two machine guns, antitank guns or flamethrowers (in any combination) [A], for +15 pts each, each weapon reducing its transport capacity by (5). Can buy a big shells cannon [A] for +20 pts, reducing its transport capacity by (10). Can upgrade the big shells cannon to a tank killer cannon for +20 pts.

## HEROES AND MONSTERS

### WARLORD (Hero) Cost: 40 pts

	Spd	Hit	Att	Def	Ner
Warlord	5	3+	3	5+	10/12

Unit: 1 Warlord (pistol).

Special: Inspiring, Crushing Strength (2).

Options: Can have a ripper talon for +35 pts. Can replace his pistol with a machine gun or an anti-tank gun for +25 pts. Can wear a jump harness, gaining the Jump Troops rule, for +25 pts.

### RIPPER WARLORD (Hero) Cost: 75 pts

	Spd	Hit	Att	Def	Ner
Ripper Warlord	4	3+	3	6+	10/12

Unit: 1 Ripper Warlord (ripper pistol and ripper talon).

Special: Inspiring, Crushing Strength (2).

Options: Can replace his ripper pistol with a machine gun or an anti-tank gun for +25 pts.

### BATTLEBOT (Monster) Cost: 155 pts

	Spd	Hit	Att	Def	Ner
Battlebot	5	4+	5	9+	9/11

Unit: 1 Battlebot.

Special: Crushing Strength (7), Tough (3).

Options: Can buy up to two machine guns, antitank guns or flamethrowers (in any combination) [A], for +15 pts each, each weapon reducing its Attacks by 1.

## WEAPONS

	<b>Fire</b>	<b>Ran</b>	<b>Special</b>
<b>Rifle</b>	1	24	–
	<b>Fire</b>	<b>Ran</b>	<b>Special</b>
<b>Pistol</b>	1	12	Pistol
	<b>Fire</b>	<b>Ran</b>	<b>Special</b>
<b>Stunt gun</b>	1	12	–
	<b>Fire</b>	<b>Ran</b>	<b>Special</b>
<b>Ripper Pistol</b>	2	12	Pistol, Piercing (1)
	<b>Fire</b>	<b>Ran</b>	<b>Special</b>
<b>Machine gun</b>	5	36	Piercing (1)
	<b>Fire</b>	<b>Ran</b>	<b>Special</b>
<b>Anti-tank gun</b>	1	36	Piercing (5)
	<b>Fire</b>	<b>Ran</b>	<b>Special</b>
<b>Flamethrower</b>	10	12	Saturation
	<b>Fire</b>	<b>Ran</b>	<b>Special</b>
<b>Tank killer cannon</b>	1	72	Piercing (6)
	<b>Fire</b>	<b>Ran</b>	<b>Special</b>
<b>Big shells cannon</b>	1	72	Howitzer, Blast (D6), Piercing (2)

### **Ripper Talon**

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) and with the Vicious special rule.