MARAUDER BATTLE CARD **Booby Trap** Play when an opposing model picks up an item. The item was booby-trapped! Resolve the booby trap as if a frag grenade had exploded in that square. Count it as accurate. The item remains with the model that picked it up, or is scattered if the model dies. - - - - - - - - - - - - - - **+1 Shoot** Play when you take a Shoot action, before you roll the dice. The model gets +1 dice to this action in addition to any other modifiers.	**MARAUDER BATTLE CARD** **+1 Fight** Play when you make a test with your Fighting stat, before you roll the dice. The model gets +1 dice to this action in addition to any other modifiers. - - - - - - - - - - - - - - **Head Shot** Play when you take a Shoot action, before you roll the dice. The model gets +1 dice to this action in addition to any other modifiers. The shot is resolved with AP1.	**MARAUDER BATTLE CARD** **+1 Survival** Play when you make a test with your Survival stat, before you roll the dice. The model gets +1 dice to this action in addition to any other modifiers. - - - - - - - - - - - - - - **Head Shot** Play when you take a Shoot action, before you roll the dice. The model gets +1 dice to this action in addition to any other modifiers. The shot is resolved with AP1.
MARAUDER BATTLE CARD **Distract** Play on an unactivated enemy model at any time during your turn. Mark that model as activated. - - - - - - - - - - - - - - **Steadfast** Play when a model suffers a reduction in Aggression. The model's Aggression remains as it was.	**MARAUDER BATTLE CARD** **Change of Plans** Play at any time during your own turn. The opposing player discards one Battle Card at random from his hand. - - - - - - - - - - - - - - **Weak Spot** Play when you take a Shoot or Fight action, before you roll the dice. The attack is resolved with AP1.	**MARAUDER BATTLE CARD** **Move** Exactly like the Action. - - - - - - - - - - - - - - **Surge** Play in your Turn. Discard this card to take 3 more Battle Cards immediately.
MARAUDER BATTLE CARD **Change of Plans** Play at any time during your own turn. The opposing player discards one Battle Card at random from his hand. - - - - - - - - - - - - - - **+1 Blaze Away** Play when you take a Blaze Away action, before you roll the dice. The model gets +1 dice to this action in addition to any other modifiers.	**MARAUDER BATTLE CARD** **+1 Survival** Play when you make a test with your Survival stat, before you roll the dice. The model gets +1 dice to this action in addition to any other modifiers. - - - - - - - - - - - - - - **+1 Shoot** Play when you take a Shoot action, before you roll the dice. The model gets +1 dice to this action in addition to any other modifiers.	**MARAUDER BATTLE CARD** **Move** Exactly like the Action. - - - - - - - - - - - - - - **+1 Blaze Away** Play when you take a Blaze Away action, before you roll the dice. The model gets +1 dice to this action in addition to any other modifiers.

MARAUDER BATTLE CARD	MARAUDER BATTLE CARD	MARAUDER BATTLE CARD
Move Exactly like the Action. · **+1 Break Off** Play when you take a Break Off action, before you roll the dice. The model gets +1 dice to this test in addition to any other modifiers.	**+1 Fight** Play when you make a test with your Fighting stat, before you roll the dice. The model gets +1 dice to this action in addition to any other modifiers. · **+1 Survival** Play when you make a test with your Survival stat, before you roll the dice. The model gets +1 dice to this action in addition to any other modifiers.	**+1 Shoot** Play when you take a Shoot action, before you roll the dice. The model gets +1 dice to this action in addition to any other modifiers. · **Steadfast** Play when a model suffers a reduction in Aggression. The model's Aggression remains as it was.

Commando Captain	**"Fighty" Ripper Suit**	**"Shooty" Ripper Suit**
Stats *Command*: 3/2 *Shoot*: 6+ *Fight*: 6+ *Survive*: 4+ *Armour*: 1 *Overwatch*: Move **Abilities** **Weapons & Equipment** *Pistol*: Range 3, Single Shot		

Goblin Sniper	**Marauder Commando**	**Mawbeast**
Stats *Command*: 1/1 *Shoot*: 5+ *Fight*: 7+ *Survive*: 6+ *Armour*: 0 *Overwatch*: Shoot **Abilities** *Sniper* **Weapons & Equipment** *Sniper Rifle*: Range 8, AP1, Slow, Single Shot.	**Stats** *Command*: 2/1 *Shoot*: 5+ *Fight*: 5+ *Survive*: 4+ *Armour*: 1 *Overwatch*: Shoot **Abilities** **Weapons & Equipment** *Rifle*: Range 6.	**Stats** *Command*: 0/0 *Shoot*: - *Fight*: 3+ *Survive*: 5+ *Armour*: 0 *Overwatch*: Move **Abilities** *BOOM!* **Weapons & Equipment**