

<u>MARAUDER BATTLE CARD</u> 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.	<u>MARAUDER BATTLE CARD</u> +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.	<u>MARAUDER BATTLE CARD</u> +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.
<u>MARAUDER BATTLE CARD</u> 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.	<u>MARAUDER BATTLE CARD</u> 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.	<u>MARAUDER BATTLE CARD</u> Move Exactly like the Action. Surge Play in your Turn. Discard this card to take 3 more Battle Cards immediately.
<u>MARAUDER BATTLE CARD</u> 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.	<u>MARAUDER BATTLE CARD</u> +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.	<u>MARAUDER BATTLE CARD</u> 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.

<u>MARAUDER BATTLE CARD</u> 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.	<u>MARAUDER BATTLE CARD</u> +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.	<u>MARAUDER BATTLE CARD</u> +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.
<u>Commando Captain (13B)</u> Stats Command: 3/2 Shoot: 6+ Fight: 6+ Survive: 4+ Armour: 1 Overwatch: Move Abilities Strategist Weapons & Equipment Pistol: Range 3, Single Shot	<u>Ripper Suit ("Fifty") (15B)</u> Stats Command: 2/1 Shoot: 6+ Fight: 4+ Survive: 4+ Armour: 2 Overwatch: Move Abilities Tactician, Spotter, Solid Weapons & Equipment Buzz: Range F, AP2. Boomer: Range 2, Knockback, Single Shot Frag Launchers: Range 4, Frag	<u>Ripper Suit ("Shooty") (18B)</u> Stats Command: 2/1 Shoot: 5+ Fight: 6+ Survive: 4+ Armour: 2 Overwatch: Shoot or Blaze Away Abilities Tactician, Gun Crazy, Spotter, Solid Weapons & Equipment Rotary cannon: Range 5, Support, Rapid Fire, Firestorm HEW Beamer: Range 7, Support, Single Shot, AP3 Frag Launchers: Range 4, Frag
<u>Goblin Sniper (7A)</u> Stats Command: 1/1 Shoot: 5+ Fight: 7+ Survive: 6+ Armour: 0 Overwatch: Shoot Abilities Sniper Weapons & Equipment Sniper Rifle: Range 8, AP1, Deliberate, Single Shot.	<u>Commando (5A)</u> Stats Command: 2/1 Shoot: 5+ Fight: 5+ Survive: 4+ Armour: 1 Overwatch: Shoot Abilities Weapons & Equipment Rifle: Range 6.	<u>Mawbeast Bomber (7A)</u> Stats Command: 0/0 Shoot: - Fight: 3+ Survive: 5+ Armour: 0 Overwatch: Move Abilities Fast, BOOM! Weapons & Equipment Chainmaw: Range F, AP1

<u>Commando Incinerator (7B)</u> Stats Command: 1/1 Shoot: 5+ Fight: 5+ Survive: 4+ Armour: 1 Overwatch: Blaze Away Abilities Weapons & Equipment Flamethrower: Range 2, Limited Range, Rapid Fire, Volatile, It Burns! Pistol: Range 3, Single Shot	<u>Commando Sergeant (10A)</u> Stats Command: 2/1 Shoot: 5+ Fight: 4+ Survive: 4+ Armour: 1 Overwatch: Move or Shoot Abilities Tactician, Brawler Weapons & Equipment Pistol: Range 3, Single Shot	<u>Mawbeast (5A)</u> Stats Command: 0/0 Shoot: - Fight: 3+ Survive: 5+ Armour: 0 Overwatch: Sprint Abilities Fast Weapons & Equipment Chainmaw: Range F, AP1
<u>Goblin Guntrack (HEW) (13B)</u> Stats Command: 1/1 Shoot: 5+ Fight: - Survive: 6+ Armour: 2 Overwatch: Shoot Abilities Vehicle (4), Slow Weapons & Equipment HEW cannon: Range 16, AP6, Deliberate, Single Shot.	<u>Goblin Guntrack (Mortar) (10B)</u> Stats Command: 1/1 Shoot: 5+ Fight: - Survive: 6+ Armour: 2 Overwatch: Throw Grenade Abilities Vehicle (4), Slow Weapons & Equipment Heavy mortar: Range 10, Indirect, AP1, Deliberate, Single Shot, Massive Frag.	<u>Stuntbot (20C)</u> Stats Command: 1/1 Shoot: 6+ Fight: 6+ Survive: 4+ Armour: 3 Overwatch: Shoot Abilities Vehicle (3), Scout, Volatile Weapons & Equipment Buzz: Range F, AP2. Flamethrower: Range 2, Limited Range, Rapid Fire, It Burns! HEW Beamer: Range 7, Support, Single Shot, AP3
<u>Marauder Warlord (16C)</u> Stats Command: 2/2 Shoot: 5+ Fight: 3+ Survive: 4+ Armour: 1 Overwatch: Any Action Abilities Tactician, Tough Weapons & Equipment Heavy Pistol: Range 4, Weight of Fire Claws: Range F, AP1	<u>Marauder Hulk (20C)</u> Stats Command: 1/1 Shoot: 4+ Fight: 6+ Survive: 4+ Armour: 2 Overwatch: Shoot Abilities Tough Weapons & Equipment HEW cannon: Range 12, AP6, Deliberate, Single Shot, Support.	