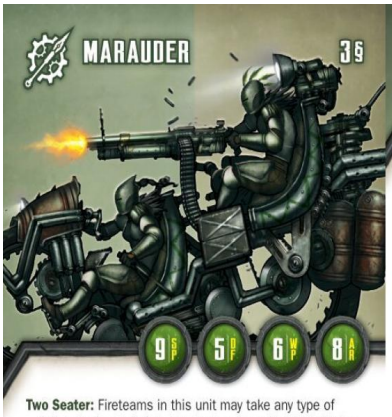


MARAUDER 3 9

Sp	Df	Wp	Ar
9	5	6	8

Two Seater: Fireteams in this unit may take any type of Action (instead of ⫻ Actions) when given the Rush Order.

Heavy Machine Gun (5 v Df | 18"): Strength 4.

- ❶ ***Strafe:*** Move this Fireteam 1". This Trigger can be declared any number of times.
- ***Automatic Fire:*** Take this Action again.

Afterburners (6 v 12): Move this Fireteam up to its **Sp**.

Fireteam (80mm)

MARAUDER

Sp	Df	Wp	Ar
10	5	6	9

Two Seater: Fireteams in this unit may take any type of Action (instead of ⫻ Actions) when given the Rush Order.

Heavy Machine Gun (7 v Df | 18"): Strength 4.

- ❶ ***Strafe:*** Move this Fireteam 1". This Trigger can be declared any number of times.
- ***Automatic Fire:*** Take this Action again.

Afterburners (6 v 12): Move this Fireteam up to its **Sp**.

- ❹ ***Wild Fire:*** Take the Heavy Machine Gun Action.

Fireteam (80mm)