

# CORSAIRS AND INTRUDERS

This army list is intended for use with Khurasan Miniatures' *Earthdoom* line of miniatures. Please visit the Khurasan Miniatures website (<http://khurasanminiatures.tripod.com>) for background information and figure images for this army.

## SPECIAL RULES: CORSAIRS

*Note: the descriptive terms used in the naming of Corsair teams, squads, and platoons should not be confused with the terminology specific to a game function.*

The *Pathfinder Suit* in a Flank Team shares its activation with that team (squad), though it is not required to keep within Coherence range due to its *Independent* Attribute.

## EXPERIMENTAL RULES

### NEW ATTRIBUTE: GRENADE RACK

A *Grenade Rack* may be used at any point during a Movement-based action. The system is considered to have a Spray Fire 'x' value equal to the number of figures within a 2" AoE of the team using the system. All figures within this AoE are immediately attacked using the team's Experience die and a d8 weapons die.

*Grenade Racks* have a Depletion number of 2, but do not make a separate Depletion die roll for the system. Instead, the system becomes Depleted if a weapons die result shows 2 or less upon any use of the system.

*Use of a Grenade Rack is part of a Movement-Based action, but the use of this system does not in and of itself trigger enemy Overwatch actions.*

*Construction Cost: 360 CP.*

### NEW ATTRIBUTE: FLEET

A team with this Attribute *doubles* its printed movement rating when performing a Double Time action.

### NEW MISSILE TYPE: HIGH-YIELD MULTI-PURPOSE (HYMP) MISSILES

HYMP are Self-Acquiring missiles that have an AoE characteristic, and may be fired at a specific target or a point on the table. They are considered to have a Spray Fire 'x' value equal to the number of figures (including vehicles) within the weapon's AoE.

When resolving a HYMP attack, use the combat resolution method most appropriate to each target in the weapon's AoE, with each target [regardless of type] receiving one weapons die.

*Construction Cost: create a HYMP as an AT missile; use the Mortar AoE Cost Modifiers as cost modifiers for this weapon. HYMP use 2 HP when mounted on a vehicle or Gun, and may be used at TL6+, and as LATW at TL7 or higher. HYMP have a minimum and Effective ranges (as those of a Mortar).*



## COMBAT ORGANIZATIONS: CORSAIRS

### SQUAD ORGANIZATIONS

Line Team: 4x *Corsair Assault Suits*.

Flank Team: 3x *Corsair Assault Suits*, 1x *Corsair Pathfinder Suit*.

### PLATOON ORGANIZATIONS

Corsair Squad: 1x Line Team, 1x Flank Team, 1x *Corsair Echelon NCO Suit*.

### COMPANY ORGANIZATIONS

Corsair Platoon: 4x Corsair Squads, 1x *Corsair Echelon Officer Suit*.

## COMBAT ORGANIZATIONS: INTRUDERS

### SQUAD ORGANIZATIONS










Combat Section: 3x *Intruder Teams*, 1x *Intruder Section Leader*.

### PLATOON ORGANIZATIONS

Combat Platoon: 2 to 4 Combat Squads.

Support Platoon: 2x *Fighting Orbs*.



<p><b>Corsair Assault Suit</b> PV: 135</p>  <p>d8 4 1 4V 3</p> <p> d10 E/2 Sp/3 Rng: 30/75 AT: /5   d10 E/2 Sp/3 Rng: 30/75 AT: /5  FT* d12 Rng: 8 AT: /3  HYMP ** d12 Rng: (6) 75 AoE: 3* AT: /2</p>	<p><b>Corsair Pathfinder Suit</b> PV: 108</p>  <p>d8 4 1 8V 3</p> <p> d10 E/2 Sp/3 Rng: 30/75 AT: /5   d10 E/2 Sp/3 Rng: 30/75 AT: /5  FT* d12 Rng: 8 AT: /3  HYMP ** d12 Rng: (6) 75 AoE: 3* AT: /2</p>	<p><b>Corsair Echelon NCO Suit</b> PV: 143</p>  <p>d8 4 1 6V 3</p> <p> d10 E/2 Sp/3 Rng: 30/75 AT: /5   d10 E/2 Sp/3 Rng: 30/75 AT: /5  FT* d12 Rng: 8 AT: /3  HYMP ** d12 Rng: (6) 75 AoE: 3* AT: /2</p>	<p><b>Corsair Echelon Officer Suit</b> PV: 151</p>  <p>d8 4 1 6V 3</p> <p> d10 E/2 Sp/3 Rng: 30/75 AT: /5   d10 E/2 Sp/3 Rng: 30/75 AT: /5  FT* d12 Rng: 8 AT: /3  HYMP ** d12 Rng: (6) 75 AoE: 3* AT: /2</p>																																								
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<p><b>Intruder Team</b> PV: 85</p>  <p>d6 E 3 4 8</p> <p> d8 E/1 Range: 20/50 AT: /7  ATR d10 E HI Rng: 20/50 AT: /3</p>	<p><b>Intruder Section Leader</b> PV: 25</p>  <p>d6 E 1 4 8</p> <p> d8 E/1 Range: 20/50 AT: /7</p>	<p><b>Fighting Orb</b> Size: 3 PV: 102</p>   <p><b>WEAPONS DATA</b>   d10 (T)E/Dual Rng: 30/75 AT: /3</p> <p><b>ATTRIBUTES</b>  Optics/2</p> <p><b>SYSTEMS</b>  Independent Stabilizers  Open-Topped</p> <p>2/2/2 d8 3 8V</p>																																									
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