

Mobile Troopers

A Strike Legion© Army List

New Systems

Grenade Rack: a Grenade Rack is similar to a Close Defense System, but may be used offensively during an OVR attack as well as defensively against an enemy CA attack. The Grenade Rack attacks an enemy unit with an AP d10 attack.

Each time the system is used it may run out of ammunition. On any Grenade Rack d10 roll (used offensively or defensively) of 3 or less, the system has been exhausted and may not be used for the remainder of the game (though the attack that resulted in the system's depletion is still resolved normally). *TL3; uses 1 System Point. Cost: 120 points.*

Satchel Nukes: Satchel Nukes are placed during an element's activation. They may be placed on a Tunneling marker or at a specific point on the tabletop.

Satchel Nukes placed on a Tunneling marker resolve an immediate attack against the marker itself, using 2d8 Damage dice plus a d10 Training die to do so. On a Suppressed or Morale result, all units represented by the Tunneling marker are automatically Suppressed. On a K result or better, the weapon has caused a complete collapse of the Tunnel section being used and all elements represented by the marker are Destroyed.

Satchel Nukes may also be remote detonated if placed other than on a Tunnel marker. Any friendly Command Suit within C2 Command range may detonate the weapon during its activation or as part of an Overwatch fire action. The weapon attacks any elements (including Tunnel markers) within a 2" AoE using 2d8 Damage dice plus a d10 Training die. *TL4. Cost: (sum of the size of 2 Damage dice) x 25. 1 System Point per weapon carried.*

New Weapons

Pee Wee Nukes: these weapons are short-range, low-yield nuclear weapons that have a total 3" AoE. They use ART range bands and firing procedures, but elements within the total AoE of the weapon receive no Avoidance die roll (they are automatically attacked). All elements (including Tunneling markers, which are attacked as if by a Satchel Nuke) within a 1" AoE are attacked with 2d8 Damage dice plus a d10 Training die; all elements within the 2" to 3" AoE 'band' are attacked using 2d6 Damage dice plus a d10 Training die.

Pee Wee Nukes create short-term high radiation areas that may not be entered by ground-based elements, nor moved over by Air/STOVL elements; these areas also block all LOS traced through the area of the marker. After resolving a Pee Wee Nuke attack, place a 1" Nuked marker centered on the original Target Point of the attack. These Nuked areas are Persistent and removed on a d6 roll of 6 during the Persistent Effects segment of the turn. *TL5. Cost: (sum of the size of 2 Damage dice) x ART range band x AoE. Max Damage Dice: 2d10; max AoE: 3". If AoE > 1", reduce the Damage die/dice by one die type for all attacks beyond 1" of the weapon's AoE. 1 Hard Point per weapon carried.*

New Attribute

Bomb Squad: A Bomb Squad may attempt to render an Emplaced Nuke inert. The squad must be in base-to-base contact with an Emplaced Nuke marker to diffuse the Nuke. Roll 2d6; on a result of 8 or higher, the nuke is removed from the game without detonating. Add one to the dice roll total for each team in the squad over 1. *TL: 3. Cost 25 points.*

New Trait

Sense: A Personality with the Sense trait may possibly detect Decoy Tunneling markers. The Personality may choose up to three Tunnel markers during its activation that are (at some point during said activation) within 12" of its current position. Roll 2d6 for each marker 'inspected' in this manner, with a result of 8 or higher revealing the status (real units or Decoy Tunnel marker) but not the contents of, a Tunneling marker.

The Personality must also be informed by his opponent if, when a successful Sense attempt is rolled, there is one or more Emplaced Nukes within 12" of the Personality's current position. If the final Sense roll is 10 or higher, the exact location of any and all Emplaced Nukes within 12" of the Personality's position is revealed. *TL: any. Cost: 20 game points.*

Roughneck Troopers Special Rules

Bug Hunters: though depicted as vehicles, each Command, Scout, or Marauder suit represents a single heavily-armed trooper. As such, all Suit types may use the Bug Hunter attribute as if they were Personnel units.

Drop Troopers: in games where the Roughneck Troopers deploy via Orbital Assault, the Command, Scout, and Marauder Suits perform their drop as if they were Personnel elements deploying via Drop Capsules.

Fearless: Command, Scout, Marauder units and Personalities treat all Morale tests as Suppression tests, and are exempt from taking Company Morale tests.

Fratricide: Pee Wee Nukes may never place their Target Points within 8" of a friendly element. Grenade Racks may not be used within 1" of a friendly element.

Point Values: Each type of Suit has two point values (listed as x/y). The first point value (x) is for the element as printed

on the Data Card. The second point value (y) is the cost of the element without its compliment of Nukes (Pee Wee or Satchel).

Suit Mobility: Command, Scout, and Marauder Suits are never required to take Bog tests.

Unit Organizations

Command Section: one Command Suit.

Marauder Section: three or four Marauder Suits.

Scout Section: one Scout Suit.

Engineer Platoon: three squads of Combat Engineers, with each squad mounted in an Engineering vehicle.

Special Talent Section: one Special Talent mounted in a Ground Car. Limit one per platoon in play.

Suit Squad: one Command Section, one Scout Section, one 3-element Marauder Section, and one 4-element Marauder Section.

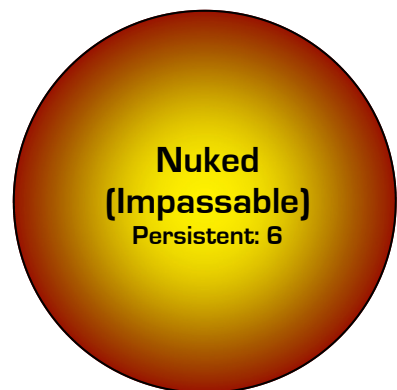
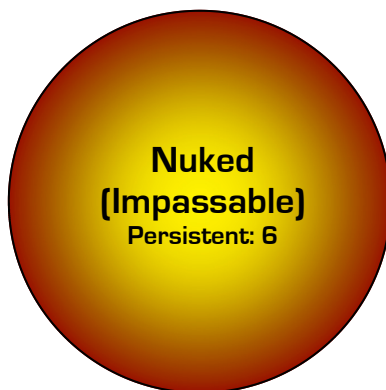
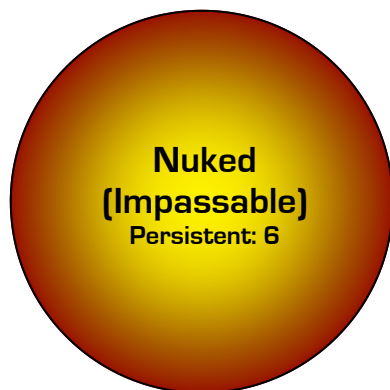
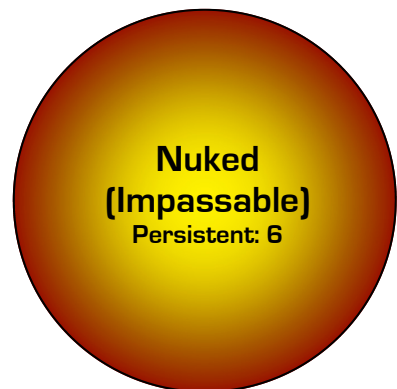
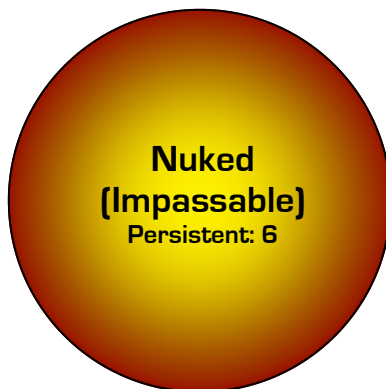
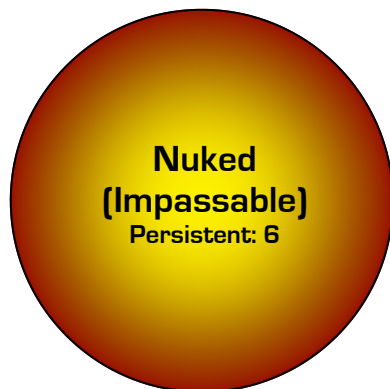
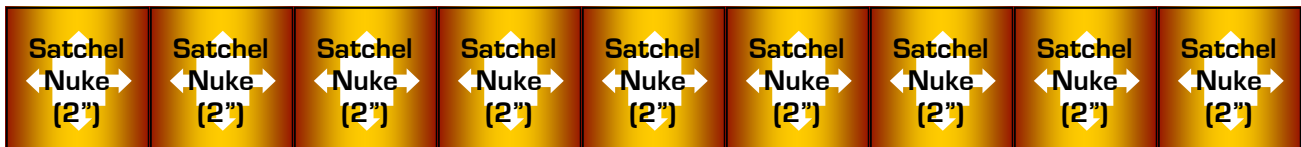
Suit Platoon: six Suit Squads and one Lieutenant mounted in a Command Suit.

Training and C2

All Suit units, including Personalities, use *Veteran* Training and *Superior C2* ratings. All other units are *Trained* and use *Average C2* ratings.

NOTES:

- 1. APT weapons mounted on vehicles have the same AP weapon cost modifier as Personnel Support Weapon APT (+50%).



COMMAND SUIT

PV: 151/343

MV: 12"/Hover Sig: 3 EW: 12 Defense: 10

APT (d10)(T) 6/12/21/30
2 x Pee Wee Range: 40/60 AoE: 3"Basic
Sharmor: 6/6/6**SYSTEMS**Command Package
Grenade Rack (D3)
Smoke Mortar (2)
Vehicular FT

VFT	Gr	Smk	Nuke
1.0	0	0	00
2.0	0	0	00
3.0	0	0	00
4.0	0	0	00

SCOUT SUIT

PV: 139/523

MV: 14"/Hover Sig: 3 EW: 12 Defense: 9

APT (d8)(T) 6/12/21/30
4 x Pee Wee Range: 40/60 AoE: 3"Basic
Sharmor: 6/6/6**SYSTEMS**Grenade Rack (D3)
Smoke Mortar (2)
Vehicular FT

VFT	Gr	Smk	Nuke
1.0	0	0	0000
2.0	0	0	0000
3.0	0	0	0000
4.0	0	0	0000

MARAUDER SUIT

PV: 164/244

MV: 10"/Hover Sig: 3 EW: 10 Defense: 11

APT (d10)(T) 6/12/21/30
2x MPM (d8) 8/16/28/40Basic
Sharmor: 7/7/7**SYSTEMS**Linked Fire Control
Grenade Rack (D3)
Satchel Nuke (1)
Vehicular FT

VFT	Gr	Msl	Nuke
1.0	0	00	0
2.0	0	00	0
3.0	0	00	0
4.0	0	00	0

ENGINEER SQUAD (2 TEAMS)

PV: 87

MV: 6"/Foot Defense: 8

AP (d6) 3/6/10/15

NOTES
Personnel Target**ATTRIBUTES**Bomb Squad
Bug Hunters
Combat Engineers
Defensive Mines (6) 0**GROUND CAR**

PV: 13

MV: 10"/Hover Sig: 5 EW: 4* Defense: 7

SYSTEMS

Troop Bay (1)

NOTES
Soft Target

*Fixed DEW.

ENGINEERING VEHICLE

PV: 116

MV: 10"/Hover* Sig: 3 EW: 4* Defense: 9

AP (d6) (T) 4/8/14/20

NOTES
Soft Target**SYSTEMS**Gas Deployment (1)
(d8 Destructive; 6").
Troop Bay (2)Gas:
1. 000000
2. 000000
3. 000000

* Tunnel 6 + d8"

*Fixed DEW.

LIEUTENANT

PV: 106

A Lieutenant Personality is always mounted
in a Command Suit. Add the cost of a
Lieutenant to the cost of a Command Suit.**NOTES**
Personality**TRAITS**Charmed
Presence
Save (5+)
Superior Tactician 1**SPECIAL TALENT**

PV: 29

MV: 5"/Foot Defense: 5

AP (d4) 0/0/0/0

NOTES
Personality**TRAITS**Save (5+)
Sense