



# Martian Grunts

**Composition:** 10 Martian Grunts  
**Weapons:** Disintegration Rifle  
**Troop Quality:** Regular  
**Special Rules:** *Disintegration Rifle , Do not Run We are your Friends!*

Type	Range	Shots	PEN	Special rules
Disintegration Rifle	12"	2	n/a	Disintegration

***Disintegration*** - A roll of a 6 to hit will automatically wound any troop or soft-skinned target. Normal to wound rules apply after that.

***Do not Run We are your Friends!*** - Any Enemy 'Troop' unit activating within 18" must pass an idiot test, roll a 1D6, on the roll of a 1 they are idiots and may not complete their move action - their activation is over. (Obviously on the roll of a 2+ they are too smart to fall for this most revered of martian tactics!)

***BOLT ACK ACK ACTION!***



# Martian Bugs & Handlers

<b>Composition:</b>	1 Martian Bug & 1 Handler
<b>Weapons:</b>	Mandibles and Claws, Stun Sticks
<b>Troop Quality:</b>	Veteran

## Special Rules:

**Handler:** *Hide* (only wounded on exceptional damage)

**Bug:** *Tough* (must suffer 3 wounds to be killed) *Frenzy* (if the beast handler dies the bug moves and attacks the closest unit, friend or foe) *Melee Monster* (in close combat bugs have 6 attacks)

***BOLT ACK ACK ACTION!***



# Martian Big Ass Robot!

**Composition:** 1 Martian Robot  
**Weapons:** x1 Super Heavy Disintegration Ray, coaxial x1 MMG  
**Troop Quality:** Regular  
**Damage Value:** 9+, Armoured Target  
**Movement:** 9"

Type	Range	Shots	PEN	Special rules
Super Heavy Disintegration Ray	32"	1	+6	Disintegration

**Special Rules:** Disintegration Rifle, Open topped

**Disintegration** - A roll of a 6 to hit will automatically wound any troop or soft-skinned target. Normal to wound rules apply after that.

**Crush** - Any unit the walker moves over must pass a morale check. If passed the unit may move out of the way. If failed 50% of the unit is hit and killed on a 4+ roll.

**BOLT ACK ACK ACTION!**



# Martian Flying Saucer

**Composition:** 1 Martian Flying Saucer  
**Weapons:** 2 Disintegration Rays  
**Troop Quality:** Regular  
**Damage Value:** 7+, Armoured target  
**Movement:** 12"

Type	Range	Shots	PEN	Special rules
Heavy Disintegration Ray	24"	1	+2	Disintegration

**Special Rules:** *Recce, Heavy Disintegration Ray, Flyer (ignores terrain for movement), Open Topped, Abduction (They Did What to your Ass?!)*

**Disintegration** - A roll of a 6 to hit will automatically wound any troop or soft-skinned target. Normal to wound rules apply after that.

**Abduction** - Any enemy 'Troop' within 3" of a saucer may be 'Abducted' on the roll of a 4+ (on 1D6) - this unit can then be transported to within 3" of any other saucer.

**Abduction (They Did What to your Ass?!)** - If you score a 6+ during an abduction test, you have completed a good old fashioned anal probing, the troops must pass a moral test to regain their dignity!

**BOLT ACK ACK ACTION!**