



## USMC FORCE RECON TEAM

150



The special operations force of the USMC, this squad is highly specialised yet capable of handling a wide variety of missions.

*Sergeant w/SCAR-L, 4 x Riflemen w/ SCAR-L,  
1 x Gunner w/Mk46*

One rifleman may replace his SCAR-L with a Mk46 for +30 points.

Size	Move	Close Combat	Target	Armour	Kill
1	5"	2xD6	4+	6+	7+

**Support**

Weapons

### FN SCAR-L Assault Rifle

Range: 24" Damage: D6

### M320 Grenade Launcher

Range: 20" Damage: D6+1

### Mk46 MOD 1

Range: 30" Damage: 2xD6

**Land Warrior:** This equipment, through the use of computers and weapon-mounted cameras, allows a soldier to pinpoint shots and make a mockery of cover. Any model in cover targeted with the SCAR-L will only receive a +1 bonus to its Target and Kill scores. In addition, this unit has a command range of 12", rather than the normal 6". Models will also ignore the effects of smoke (see main rulebook).

**Elite Training:** All models in this unit gain a +2 bonus to their Armour rolls when in Cover.

**Stealthy:** If this unit is within Cover and did not make any shooting attacks in the last turn, units beyond 20" may not draw Line of Sight to it.

**Infiltrate:** So long as your army sets up second and this unit starts the game out of Line of Sight to the enemy, it may be deployed up to 12" further away from your table edge.

**Intelligence Feeds:** Any army with at least one of these units may re-roll its dice for set up and deployment.

**Mk46 MOD 1:** If a Ready action is taken to set this weapon up properly (lie prone, extend bipod, etc), then all subsequent Shoot actions will gain two bonus Damage Dice though it may only shoot in its forward facing. These bonus dice are lost as soon as the model moves. In addition, every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one.

**M320 Grenade Launcher:** All SCAR-L carbines have an underslung grenade launcher. This weapon causes a -1 penalty to Armour rolls and will roll extra Damage Dice (but only D6 with no penalty to Armour rolls) against every model within 1" of the centre of the model its first Damage Dice is allocated to - these extra models need not be in Line of Sight. It may only be fired once per turn, and never as a reaction.

Material

Options

Statistics

Special Rules