



Jurisdictional Command of Corregidor

DB.02.26.16

300 Points | 6 SWC @ 300 Points



[Open with Army 5]

Group 1 A 9



INTRUDER

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-2	14	13	12	14	3	0	1	2	4.3

Equipment: Multispectral Visor L2 · X Visor
Special Skills: CH: Camouflage · Multiterrain

MULTI Sniper Rifle | Pistol, CCW



INTRUDER

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-2	14	13	12	14	3	0	1	2	4.2

Equipment: Multispectral Visor L2
Special Skills: CH: Camouflage · Multiterrain

HMG, Grenades | Pistol, CCW



LUPE BALBOA

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	14	12	11	13	2	3	1	2	2.3

Special Skills: CH: Mimetism · Specialist Troop · V: Dogged · Linkable

Combi Rifle, Nanopulser, Panzerfaust, Smoke Grenades | Pistol, CCW



ALGUACIL

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	13	11	10	13	1	0	1	2	1.8

Special Skills: Linkable

HMG | Pistol, Knife



ALGUACIL Lieutenant

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	13	11	10	13	1	0	1	2	1.0

Special Skills: Linkable · Lieutenant

Combi Rifle | Pistol, Knife



ALGUACIL

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	13	11	10	13	1	0	1	2	1.0

Special Skills: Linkable

Combi Rifle | Pistol, Knife



ALGUACIL

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	13	11	10	13	1	0	1	2	1.0

Special Skills: Linkable

Combi Rifle | Pistol, Knife



LUNOKHOD

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
6-4	3	12	10	13	3	6	1	4	2.6

Equipment: Repeater · Minesweeper
Special Skills: Climbing Plus · G: Remote Presence

Heavy Shotgun, Heavy Flamethrower, CrazyKoalas (2) | Electric Pulse



MORAN (Forward Observer)

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	14	12	11	13	0	0	1	2	0.5

Equipment: Repeater
Special Skills: CH: Mimetism · Infiltration · Multiterrain · V: Courage · Forward Observer

Combi Rifle, CrazyKoalas (2) | Pistol, Knife

Group 2 A 6



TOMCAT Engineer

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	13	12	11	13	1	0	1	2	2.2

Special Skills: AD: Airborne Infiltration | Zero-G · Climbing Plus · Engineer

Combi Rifle + Light Flamethrower, D-Charges | Pistol, Knife



DAKTARI

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	13	11	10	13	1	0	1	2	1.4

Equipment: MediKit
Special Skills: Doctor

Combi Rifle | Pistol, Knife



ZONDBOT

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
6-4	8	8	10	13	0	3	1	1	3

Special Skills: CH: Mimetism · G: Servant

Electric Pulse



ZONDBOT

MOV	CC	BS	PH	WIP	ARM	BTS	STR	S	
6-4	8	8	10	13	0	3	1	1	3

Special Skills: CH: Mimetism · G: Servant

Electric Pulse



JAGUAR

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	21	11	13	12	1	0	1	2	1.3

Special Skills: Martial Arts L2 · V: Dogged · Linkable

Light Shotgun, Smoke Grenades | Pistol, E/M CCW



JAGUAR

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	21	11	13	12	1	0	1	2	1.3

Special Skills: Martial Arts L2 · V: Dogged · Linkable

Light Shotgun, Smoke Grenades | Pistol, E/M CCW



JAGUAR

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	21	11	13	12	1	0	1	2	1.0

Special Skills: Martial Arts L2 · V: Dogged · Linkable

Chain Rifle, Smoke Grenades | Pistol, DA CCW



ALGUACIL Hacker

MOV	CC	BS	PH	WIP	ARM	BTS	W	S	
4-4	13	11	10	13	1	0	1	2	0.5

Equipment: Hacking Device

Special Skills: Linkable

Combi Rifle | Pistol, Knife

Weapons Chart

Name	Range	Dam.	B	Ammo	Traits
Bare-handed	-	PH-2	1	N	CC
CC Weapon	-	PH	1	N	CC
Chain Rifle	-	13	1	N	Intuitive Attack, Direct Template (Large Teardrop)
Combi Rifle	0 +3 8 +3 16 -3 32 -6 48	13	3	N	Suppressive Fire
CrazyKoala	MOV 6-4 ARM 0 BTS 0 STR 1	15	1	Shock	Super-Jump
D-Charges	-	14	1	AP+Exp	Anti-materiel, CC, Disposable (3), Deployable
DA CC Weapon	-	PH	1	DA	Anti-materiel, CC
Deactivator	0 +6 8 +3 16 -6 24	-	1	-	Technical Weapon, BS Attack, Non-Lootable
Discover	0 +3 8 0 16 -3 32 -3 48 -6 96	-	-	-	-
E/M CC Weapon	-	PH	1	N+E/M	CC
Electric Pulse	-	-	1	-	2 Turns, CC, IMM-2, Non-Lootable
Flash Pulse	0 0 8 +3 24 -3 48 -6 96	13	1	Flash	Technical Weapon, Non-Lootable
Forward Observer	0 0 8 0 24 -3 48 -6 96	-	2	-	Technical Weapon, Non-lethal, Non-Lootable
Grenade	0 +3 8 -3 16	13	1	N	Throwing Weapon, Speculative Fire, Impact Template (Circular)
HMG	0 -3 8 0 16 +3 32 -3 48	15	4	N	Suppressive Fire
Heavy Flamethrower	-	14	1	Fire	Intuitive Attack, Direct Template (Large Teardrop)
Heavy Shotgun (AP Mode)	0 +6 8 0 16 -3 24	15	2	AP	-
Heavy Shotgun (Blast Mode)	0 +6 8 0 16 -3 24	15	2	N	Impact Template (Small Teardrop)
Knife	-	PH-1	1	Shock	CC, Silent
Light Flamethrower	-	13	1	Fire	Intuitive Attack, Direct Template (Small Teardrop)
Light Shotgun	0 +6 8 0 16 -3 24	13	2	N	Impact Template (Small Teardrop)
MULTI Sniper (AP Mode)	0 -3 8 0 16 +3 48 -3 96	15	2	AP	Medium MULTI
MULTI Sniper (Anti-materiel Mode)	0 -3 8 0 16 +3 48 -3 96	15	2	DA	Anti-materiel, Medium MULTI
MediKit	0 +3 8 0 16 -6 24	-	1	-	Non-lethal
Nanopulser	-	13	1	Nanotec	Intuitive Attack, Non-Lootable, Direct Template (Small Teardrop)
Panzerfaust	0 -3 8 0 16 +3 32 -6 48	14	1	AP+Exp	Anti-materiel, Disposable (2)
Pistol	0 +3 8 0 16 -6 24	11	2(1in CC)	N	CC
Smoke Grenade	0 +3 8 -3 16	-	1	Smoke	Throwing Weapon, Speculative Fire, Dodge, Non-lethal, Impact Template (Circular), Targetless
Supp. Fire Mode Weapon	0 0 8 0 16 -3 24	-	3	-	-