

Dakka 'n Dakka • 2000pts

Ultra Boss Leader [1] - 165pts

Joined to Orc Mob

Quality 3+

Defense 4+

Tough 6

Bad Shot, Furious, Hero, Tough(6), Caster(2)

Weapon	RNG	ATK	AP	SPE
Carbine	18"	A2	-	-
Carbine-Mod	18"	A2	-	-
Ultra Axe	-	A4	1	Rending
Upgrade	SPE			
Shaman	Caster(2)			

Orc Mob [10] - 170pts

Quality 4+

Defense 5+

Bad Shot, Furious

Weapon	RNG	ATK	AP	SPE
10x Carbines	18"	A2	-	-
10x CCWs	-	A1	-	-

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Bad Shot, Furious

Weapon	RNG	ATK	AP	SPE
10x Carbines	18"	A2	-	-
10x CCWs	-	A1	-	-

Ultra Boss Leader [1] - 200pts

Joined to Boss Mob

Quality 3+

Defense 4+

Tough 6

Bad Shot, Furious, Hero, Tough(6)

Weapon	RNG	ATK	AP	SPE
Ultra Great Weapon	-	A6	2	Reliable
Pet Machinegunnner	30"	A3	1	-

Boss Mob [10] - 290pts

Quality 3+

Defense 4+

Bad Shot, Furious, 1x Field Doctor

Weapon	RNG	ATK	AP	SPE
10x CCWs	-	A2	-	-
10x Carbines	18"	A2	-	-

Truck [1] - 185pts

Quality 4+

Defense 2+

Tough 6

Fast, Impact(3), Tough(6), Transport(11), Speed Boost, Strider

Weapon	RNG	ATK	AP	SPE
Rocket Launcher	18"	A1	2	Deadly(3)
Upgrade	SPE			
Red Paint Job	Speed Boost			
Battle Ram	Strider			

Orc Combat Walker [1] - 390pts

Quality 4+

Defense 2+

Tough 12

Fear(2), Furious, Tough(12)

Weapon	RNG	ATK	AP	SPE
Stomp	-	A4	1	-
3x Walker Claws	-	A2	4	-
Rapid Heavy Machinegun	30"	A6	1	-

Goblin Walkers [3] - 265pts

Quality 5+

Defense 3+

Tough 3

Good Shot, Tough(3)

Weapon	RNG	ATK	AP	SPE
2x Mini-Claws	-	A3	3	-
3x Heavy Machineguns	30"	A3	1	-
Mini-Saw	-	A2	1	Deadly(3)

Special Rules

AP: Targets get -X to Defense rolls when blocking hits.

Bad Shot: This model shoots at Quality 5+.

Blast: Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is up to as many hits as models in the target unit.

Caster: Gets X spell tokens at the start of each round, but can't hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. Models within 18" in line of sight of the caster's unit may spend any number of spell tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

Dead: Remove the hero from your army sheet.

Deadly: Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don't carry over to other models if the original target is killed.

Defense: Gets +X to Defense rolls.

Fast: Moves +2" when using Advance, and +4" when using Rush/Charge.

Fear: This model counts as having dealt +X wounds when checking who won melee.

Field Doctor: This model and its unit get Regeneration.

Flying: May move through units and terrain, and ignores terrain effects whilst moving.

Furious: When charging, unmodified rolls of 6 to hit in melee deal one extra hit (only the original hit counts as a 6 for special rules).

Good Shot: This model shoots at Quality 4+.

Hero: Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

Ignores Regeneration: This weapon ignores Regeneration.

Impact: Roll X dice when attacking after charging, unless fatigued. For each 2+ the target takes one hit.

Regeneration: When taking a wound, roll one die. On a 5+ it is ignored.

Reliable: Attacks at Quality 2+.

Rending: Ignores Regeneration, and unmodified rolls of 6 to hit get AP(4).

Speed Boost: Moves +2" when using Advance, and +4" when using Rush/Charge.

Stealth: Enemies get -1 to hit rolls when shooting at units where all models have this rule from over 9" away.

Strider: May ignore the effects of difficult terrain when moving.

Tough: This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

Transport: May transport up to X models or Heroes with up to Tough(6), and non-Heroes with up to Tough(3) which occupy 3 spaces each. Transports may deploy with units inside, and units may enter/exit by using any move action, but must stay fully within 6" of it when exiting. When a transport is destroyed, units inside must take a dangerous terrain test, are Shaken, and must be placed fully within 6" of the transport before removing it.

Orc Marauders Army Spells

Warpath (1): Target 2 friendly units within 12" get Stealth next time they are shot at.

Crackling Bolt (1): Target enemy unit within 18" takes 1 hit with Blast(3).

Headbang (2): Target 2 friendly units within 12" get Rending next time they fight in melee.

Death Bolt (2): Target enemy unit within 12" takes 1 hit with AP(4) and Deadly(3).

Teleport (3): Target 3 friendly units within 12" get Flying next time they move.

Psychic Vomit (3): Target enemy unit within 12" takes 6 hits with AP(2).