



INTRO

Orc Marauders are hulking humanoid aliens, whose society is divided into a number of warring clans and bands. Orc Marauders lack precision weapons or heavy armour and instead rely on their fast vehicles, large numbers and ferocity to defeat their foes.

Orc Clans have been in conflict since the beginning of their history. Only the threat of the expansionist Dwarven Guilds could make the Orcs unite. These Orcs felt a pride they never had before, only for the Guilds to activate the Radiance Cascade. In an instant, their leaders, most of their worlds and even their greatest enemy were destroyed. Now, the scattered Orcs strive to rebuild what was lost.

ABOUT OPR

OPR (www.onepagerules.com) is the home of many free games which are designed to be fast to learn and easy to play.

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BACKGROUND STORY

The Orcs came from a barren and harsh world where their survival was a constant struggle. These Orcs became used to lives of hardship, fighting the elements and each other. For these Orcs, honour, strength and their clans were the most important parts of their lives. Clans would work together to share their meagre resources, fighting everyone else. Larger groups rarely lasted, instead Orcs put their faith in personal trust and bonds. Without a worthy leader, larger groups would dissolve back into clans and return to fighting each other.

Despite their lack of unity, the Orcs would eventually make it to space, where they found worlds where they could thrive. Clans moved quickly to spread out and claim their territories. By the time the Elves met the Orcs, they had already settled a large portion of Sirius. Orc clans' conflicts and raids would often spill into Elf territory, and so the Elves began to strike deals with certain clans to encourage the Orcs to fight among themselves.

This changed when the Elves offered their border worlds to the Dwarves. Tensions rose quickly as the Orcs' new neighbours responded to raids by conquering entire systems in retaliation. As Dwarves began expanding more aggressively, the Orc Clans were forced to set aside their differences and unite. These combined Orc forces proved more powerful than anyone had anticipated and the Dwarves were forced to retreat.

United for the first time in their history, the Orcs felt a renewed sense of pride as they drove into Dwarven territory. On the edge of defeat, the Dwarves used an invention which scourged the sector, in an event known as the Radiance Cascade. It destroyed numerous worlds and both Orc and Dwarven fleets. With their leadership and most of their leaders lost in an instant, the Orcs were suddenly scattered into a number of Clans. Many of their former worlds were settled by human arrivals, brought to Sirius by the Dwarven invention. The Orc clans were forced to retreat into the edge of their former territory.

Though decimated and scattered by the Cascade, the Orcs remain proud. Some hope to reunite the Clans through conquest while others still hope to discover those lost in the Cascade.

How will you reunite the scattered clans?

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Name [size]	Qua	Def	Equipment	Special Rules	Cost
Ultra Veteran Leader [1]	3+	4+	Carbine (18", A2), Rocket-Mod (18", A1, AP(2), Deadly(3), Limited), Heavy Club (A1, Blast(3))	Bad Shot, Furious, Hero, Tough(6)	85pts
Veteran Leader [1]	3+	4+	Leader Pistol (12", A2), CCW (A2)	Bad Shot, Furious, Hero, Tough(3)	45pts
Berserker Leader [1]	4+	6+	Lance (A2, Lance), Combat Shield (Shield Wall)	Frenzy, Hero, Psy-Blessing, Tough(3)	45pts
Orc Leader [1]	4+	5+	Leader Pistol (12", A2), CCW (A2)	Bad Shot, Furious, Hero, Tough(3)	35pts
Orc Warriors [10]	4+	5+	10x Pistol (12", A1), 10x CCW (A2)	Bad Shot, Furious	165pts
Berserkers [5]	4+	6+	5x Spear (A1, Counter), Combat Shield (Shield Wall)	Frenzy, Psy-Blessing	95pts
Veterans [5]	3+	4+	5x Pistol (12", A1), 5x CCW (A2)	Bad Shot, Furious	105pts
Infiltrators [5]	4+	5+	5x Pistol (12", A1), 5x CCW (A2)	Bad Shot, Furious, Scout, Stealth, Strider	105pts
Jump Pack Orcs [5]	4+	5+	5x Pistol (12", A1), 5x CCW (A2)	Ambush, Bad Shot, Flying, Furious	105pts
Specialists [3]	4+	5+	3x Flamer (12", A1, Blast(3), Reliable), 3x CCW (A1)	Bad Shot, Furious, Shooty	100pts
Veteran Specialists [3]	3+	4+	3x Rocket Launcher (18", A1, AP(2), Deadly(3)), 3x CCW (A1)	Bad Shot, Furious, Shooty	125pts
Ultra Veterans [3]	3+	4+	3x Carbine (18", A2), 3x Rocket-Mod (18", A1, AP(2), Deadly(3), Limited), 3x Heavy Club (A1, Blast(3))	Bad Shot, Furious, Tough(3)	165pts
Beast Riders [3]	4+	6+	3x Beast Jaws (A2, AP(1)), 3x Lance (A1, Lance), Combat Shield (Shield Wall)	Boing, Frenzy, Psy-Blessing, Tough(3)	185pts
Orc Bikers [3]	4+	5+	3x Twin Mini-MG (18", A3, AP(1)), 3x Pistol (12", A1), 3x CCW (A2)	Bad Shot, Fast, Furious, Shooty, Tough(3)	190pts
Veteran Bikers [3]	3+	4+	3x Twin Mini-MG (18", A3, AP(1)), 3x Pistol (12", A1), 3x CCW (A2)	Bad Shot, Fast, Furious, Shooty, Tough(3)	230pts
Hover Bikers [3]	4+	5+	3x Twin Mini-MG (18", A3, AP(1)), 3x Pistol (12", A1), 6x CCW (A2)	Bad Shot, Fast, Flying, Furious, Shooty, Tough(3)	235pts
Trike [1]	4+	5+	Twin Heavy Shotgun (12", A6, AP(1)), CCW (A3)	Fast, Tough(6)	95pts
Assault Buggy [1]	4+	2+	Boost-Gun (30", A2, Blast(3)), Blast-GL (6", A1, Blast(3))	Fast, Impact(3), Tough(9)	215pts
Truck [1]	4+	2+	Rapid Rocket Launcher (18", A2, AP(2), Deadly(3))	Fast, Impact(3), Tough(6), Transport(11)	200pts
Battle Truck [1]	4+	2+	Heavy Machinegun (30", A3, AP(1)), Heavy Rocket Launcher (24", A2, AP(2), Deadly(3)), Rapid Rocket Launcher (18", A2, AP(2), Deadly(3))	Fast, Impact(6), Tough(12)	410pts
Great Battle Truck [1]	4+	2+	Heavy Machinegun (30", A3, AP(1)), Basic Cannon (24", A1, AP(2), Blast(3)), Rapid Rocket Launcher (18", A2, AP(2), Deadly(3)), Extra Space (Transport(11))	Fast, Impact(9), Tough(18), Transport(11)	585pts
Combat Beast [1]	4+	2+	2x Harpoon Cannon (12", A1, AP(4), Deadly(6)), Heavy Claws (A6, AP(1)), Stomp (A6, AP(2)), Extra Space (Transport(11))	Fast, Tough(18), Transport(11)	575pts
Melee Walker [1]	4+	2+	Stomp (A4, AP(1)), 2x Walker Saw (A2, AP(2), Deadly(3))	Fear(2), Furious, Tough(12)	325pts
Ranged Walker [1]	4+	2+	2x Rapid Heavy Flamer (12", A2, AP(1), Blast(3), Reliable), Stomp (A4, AP(1))	Fear(2), Furious, Shooty, Tough(12)	375pts
Bomber Plane [1]	4+	2+	Dorsal Gunner (30", A3, AP(1)), Super-MG (30", A3, AP(1), Lock-On), Heavy Bombs (6", A1, AP(3), Deadly(6))	Aircraft, Tough(6)	235pts
Attack Plane [1]	4+	2+	2x Twin Super-MG (30", A6, AP(1), Lock-On)	Aircraft, Tough(6)	325pts
Great Walker [1]	4+	2+	Deathstorm Minigun (36", A8, AP(1), Rending), 2x Rocket Launcher Array (18", A2, AP(2), Deadly(3)), Great Walker Saw (A3, AP(2), Deadly(3)), Stomp (A8, AP(2))	Fear(4), Fearless, Furious, Tough(18)	805pts

SPECIAL RULES

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

Ambush: May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9" away from enemy units. Players alternate in placing Ambush units, starting with the player that activates next. Units that deploy via Ambush can't seize or contest objectives on the round they deploy.

Bad Shot: This model shoots at Quality 5+.

Boing: When this unit is activated, you may place all models with this rule in it anywhere within D3+1" of their position.

Devour: Whenever this model attacks in melee, roll one die. On a roll of 6+ the target takes 1 wound.

Drop Bombs: Once per activation, when this model moves over enemy units, pick one of them and roll one die. On a roll of 6+ it takes 1 hit.

Energy Field: This model and its unit get Stealth.

Extra Shooty: This model and its unit get Shooty. If they already had Shooty, they get extra hits from Shooty on unmodified rolls of 5-6 to hit instead.

Field Doctor: This model and its unit get Regeneration.

Frenzy: Counts as having Furious and gets AP(+1) when charging.

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).

Portal: Enemies that roll to block hits from this weapon take one extra wound for each unmodified result of 1 that they roll.

Psy-Blessing: When taking a wound, roll one die. On a 6+ it is ignored.

Repair: Once per this model's activation, before attacking, if within 2" of a model with Tough, roll one die. On a 2+ you may remove D3 wounds from that model.

Shield Wall: This model gets +1 to defense rolls against hits that are not from spells.

Shock: Unmodified rolls of 6 to hit deal two extra hits (only the original hit counts as a 6 for special rules).

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

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

Tough(X): 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).

War Cry: This model and its unit move +2" on Advance, and +4" on Rush/Charge.

Warning Cry: Enemy units using Ambush must be set up over 12" away from this model.

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).

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Ultra Veteran Leader [1] - 85 pts	
Quality 3+	Defense 4+
Heavy Club (A1, Blast(3))	
Carbine (18", A2)	
Rocket-Mod (18", A1, AP(2), Deadly(3), Limited)	
Bad Shot, Furious, Hero, Tough(6)	
Upgrade with one:	
+25pts	Customizer (Energy Field)
+25pts	Battle Chief (War Cry)
+40pts	Mechanic (Repair)
+45pts	Psy-Shaman (Caster(2))
+45pts	Gun Master (Extra Shooty)
+65pts	Master Psy-Shaman (Caster(3))
Replace Rocket-Mod:	
+5pts	Carbine-Mod (18", A2)
+5pts	Heavy Flamer-Mod (12", A1, AP(1), Blast(3), Limited, Reliable)
Replace one Carbine and Rocket-Mod:	
+5pts	Heavy Club (A1, Blast(3))
Replace any Heavy Club:	
+15pts	Heavy Saw (A1, AP(2), Deadly(3))
+30pts	Heavy Axe (A4, AP(1), Rending)
+50pts	Heavy Claw (A4, AP(4))
Replace 2x Heavy Clubs:	
+85pts	Heavy Great Weapon (A6, AP(2), Reliable)
Upgrade with any:	
+10pts	Pet Beast (Warning Cry)
+20pts	Cyborg Body (Regeneration)
+25pts	Shoulder-MG (30", A3, AP(1))

Veteran Leader [1] - 45 pts	
Quality 3+	Defense 4+
CCW (A2)	
Leader Pistol (12", A2)	
Bad Shot, Furious, Hero, Tough(3)	
Upgrade with one:	
+25pts	Customizer (Energy Field)
+25pts	Battle Chief (War Cry)
+40pts	Mechanic (Repair)
+45pts	Psy-Shaman (Caster(2))
+45pts	Gun Master (Extra Shooty)
+65pts	Master Psy-Shaman (Caster(3))
Upgrade with one:	
+10pts	Cyborg Body (Regeneration)
+15pts	Jump Pack (Ambush, Flying)
+20pts	Infiltrator Gear (Scout, Stealth, Strider)
+60pts	Combat Bike (Twin Mini-MG (18", A3, AP(1)), Fast, Tough(3))
Upgrade with any:	
+5pts	Gun Expert (Shooty)
+10pts	Pet Beast (Warning Cry)
Replace Leader Pistol:	
+5pts	Leader Shotgun (12", A3, AP(1))
+5pts	Carbine (18", A2), Rocket-Mod (18", A1, AP(2), Deadly(3), Limited)
+10pts	Carbine (18", A2), Heavy Flamer-Mod (12", A1, AP(1), Blast(3), Limited, Reliable)
+10pts	Carbine (18", A2), Carbine-Mod (18", A2)
Replace CCW:	
+5pts	Heavy Club (A1, Blast(3))
+10pts	Heavy Axe (A2, AP(1), Rending)
+15pts	Heavy Saw (A1, AP(2), Deadly(3))
+20pts	Heavy Claw (A2, AP(4))

Berserker Leader [1] - 45 pts	
Quality 4+	Defense 6+
Lance (A2, Lance)	
Combat Shield (Shield Wall)	
Frenzy, Hero, Psy-Blessing, Tough(3)	
Replace Lance and Combat Shield:	
+5pts	Dual Hand Weapons (A4)
+5pts	Spear (A2, Counter), Combat Shield (Shield Wall)
Upgrade with one:	
+70pts	Combat Beast (Beast Jaws (A3, AP(1)), Boing, Tough(3))
+130pts	Great Combat Beast (Beast Jaws (A3, AP(1)), Stomp (A2, AP(1)), Boing, Devour, Tough(6))
Upgrade with one:	
+25pts	Battle Chief (War Cry)
+45pts	Psy-Shaman (Caster(2))
+65pts	Master Psy-Shaman (Caster(3))

Orc Leader [1] - 35 pts	
Quality 4+	Defense 5+
CCW (A2)	
Leader Pistol (12", A2)	
Bad Shot, Furious, Hero, Tough(3)	
Upgrade with one:	
+25pts	Customizer (Energy Field)
+25pts	Battle Chief (War Cry)
+40pts	Mechanic (Repair)
+45pts	Psy-Shaman (Caster(2))
+45pts	Gun Master (Extra Shooty)
+65pts	Master Psy-Shaman (Caster(3))
Upgrade with one:	
+10pts	Cyborg Body (Regeneration)
+10pts	Jump Pack (Ambush, Flying)
+15pts	Infiltrator Gear (Scout, Stealth, Strider)
+50pts	Combat Bike (Twin Mini-MG (18", A3, AP(1)), Fast, Tough(3))
Upgrade with any:	
+5pts	Gun Expert (Shooty)
+10pts	Pet Beast (Warning Cry)
Replace Leader Pistol:	
+5pts	Leader Shotgun (12", A3, AP(1))
+5pts	Flamer Pistol (6", A1, Blast(3), Reliable)
+5pts	Rocket Pistol (9", A1, AP(2), Deadly(3))
+5pts	Carbine (18", A2), Rocket-Mod (18", A1, AP(2), Deadly(3), Limited)
+10pts	Leader Plasma Pistol (12", A2, AP(4))
+15pts	Leader Lightning Pistol (12", A3, Lock-On, Rending)
Replace Rocket-Mod:	
+5pts	Heavy Flamer-Mod (12", A1, AP(1), Blast(3), Limited, Reliable)
+5pts	Carbine-Mod (18", A2)
Replace CCW:	
+5pts	Heavy Club (A1, Blast(3))
+10pts	Heavy Axe (A2, AP(1), Rending)
+15pts	Heavy Saw (A1, AP(2), Deadly(3))
+15pts	Heavy Claw (A2, AP(4))
Replace Leader Pistol:	
+15pts	Portal Gun (18", A4, Portal)
+15pts	Rocket Launcher (18", A1, AP(2), Deadly(3))
+25pts	Rapid Plasma Rifle (24", A2, AP(4))
+40pts	Shock Cannon (18", A4, AP(1), Shock)

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Orc Warriors [10] - 165 pts	
Quality 4+	Defense 5+
10x CCW (A2)	
10x Pistol (12", A1)	
Bad Shot, Furious	
<i>Replace all Pistols and CCWS:</i>	
+5pts	Carbine (18", A2), CCW (A1)
<i>Replace up to two Pistols:</i>	
+10pts	Plasma Rifle (24", A1, AP(4))
+15pts	Rocket Launcher (18", A1, AP(2), Deadly(3))
+20pts	Flamer (12", A1, Blast(3), Reliable)
+25pts	Lightning Gun (24", A2, Lock-On, Rending)
+25pts	Heavy Machinegun (30", A3, AP(1))
<i>Replace up to two CCWS:</i>	
+5pts	Heavy Club (A1, Blast(3))
+10pts	Heavy Axe (A2, AP(1), Rending)
+15pts	Heavy Saw (A1, AP(2), Deadly(3))
+15pts	Heavy Claw (A2, AP(4))
<i>Upgrade one model with one:</i>	
+20pts	War Banner (Fear(2))
+30pts	Field Doctor

Berserkers [5] - 95 pts	
Quality 4+	Defense 6+
5x Spear (A1, Counter)	
Combat Shield (Shield Wall)	
Frenzy, Psy-Blessing	
<i>Upgrade one model with one:</i>	
+20pts	War Banner (Fear(2))
+30pts	Field Doctor
<i>Replace all Spears and Combat Shields:</i>	
+5pts	Berserker Claws (A1, AP(4))
+5pts	Dual Hand Weapons (A2)

Veterans [5] - 105 pts	
Quality 3+	Defense 4+
5x CCW (A2)	
5x Pistol (12", A1)	
Bad Shot, Furious	
<i>Upgrade one model with one:</i>	
+20pts	War Banner (Fear(2))
+30pts	Field Doctor
<i>Replace any Pistol:</i>	
+5pts	Carbine (18", A2)
<i>Take one Carbine attachment:</i>	
+5pts	Rocket-Mod (18", A1, AP(2), Deadly(3), Limited)
+5pts	Heavy Flamer-Mod (12", A1, AP(1), Blast(3), Limited, Reliable)
+10pts	Carbine-Mod (18", A2)
<i>Replace any CCW:</i>	
+10pts	Heavy Axe (A2, AP(1), Rending)
+20pts	Heavy Claw (A2, AP(4))
<i>Replace one CCW:</i>	
+5pts	Heavy Club (A1, Blast(3))
+20pts	Heavy Saw (A1, AP(2), Deadly(3))

Infiltrators [5] - 105 pts	
Quality 4+	Defense 5+
5x CCW (A2)	
5x Pistol (12", A1)	
Bad Shot, Furious, Scout, Stealth, Strider	
<i>Replace one CCW:</i>	
+5pts	Heavy Club (A1, Blast(3))
+10pts	Heavy Axe (A2, AP(1), Rending)
+15pts	Heavy Saw (A1, AP(2), Deadly(3))
+15pts	Heavy Claw (A2, AP(4))
<i>Replace all Pistols:</i>	
+25pts	Shotgun (12", A2, AP(1))
+25pts	Carbine (18", A2)
<i>Replace one Pistol:</i>	
+10pts	Plasma Rifle (24", A1, AP(4))
+15pts	Rocket Launcher (18", A1, AP(2), Deadly(3))
+20pts	Flamer (12", A1, Blast(3), Reliable)
+25pts	Lightning Gun (24", A2, Lock-On, Rending)
+25pts	Heavy Machinegun (30", A3, AP(1))
<i>Replace up to three Pistols:</i>	
+20pts	Sniper Carbine (18", A1, AP(1), Sniper)

Jump Pack Orcs [5] - 105 pts	
Quality 4+	Defense 5+
5x CCW (A2)	
5x Pistol (12", A1)	
Ambush, Bad Shot, Flying, Furious	
<i>Replace one CCW:</i>	
+5pts	Heavy Club (A1, Blast(3))
+10pts	Heavy Axe (A2, AP(1), Rending)
+15pts	Heavy Saw (A1, AP(2), Deadly(3))
+15pts	Heavy Claw (A2, AP(4))
<i>Replace all Pistols:</i>	
+25pts	Shotgun (12", A2, AP(1))
<i>Replace one Pistol:</i>	
+5pts	Plasma Pistol (12", A1, AP(4))
+5pts	Rocket Pistol (9", A1, AP(2), Deadly(3))
+5pts	Flamer Pistol (6", A1, Blast(3), Reliable)
+10pts	Lightning Pistol (12", A2, Lock-On, Rending)

Specialists [3] - 100 pts	
Quality 4+	Defense 5+
3x CCW (A1)	
3x Flamer (12", A1, Blast(3), Reliable)	
Bad Shot, Furious, Shooty	
<i>Replace all Flamers:</i>	
+15pts	Rocket Launcher (18", A1, AP(2), Deadly(3))
+150pts	Railgun (36", A3, AP(2), Lock-On)
<i>Replace any Flamer:</i>	
+10pts	Bomb Spear (A1, AP(4), Deadly(3))
<i>Upgrade any model with:</i>	
+5pts	Bomb Drone (18", A1, Blast(3), Limited)

Veteran Specialists [3] - 125 pts	
Quality 3+	Defense 4+
3x CCW (A1)	
3x Rocket Launcher (18", A1, AP(2), Deadly(3))	
Bad Shot, Furious, Shooty	
<i>Replace any Rocket Launcher:</i>	
+5pts	Heavy Flamer (12", A1, AP(1), Blast(3), Reliable)
+10pts	Heavy Machinegun (30", A3, AP(1))
+35pts	Plasma Cannon (30", A1, AP(4), Blast(3))
+55pts	Shock Cannon (18", A4, AP(1), Shock)
<i>Upgrade any model with:</i>	
+5pts	Bomb Drone (18", A1, Blast(3), Limited)

Ultra Veterans [3] - 165 pts	
Quality 3+	Defense 4+
3x Heavy Club (A1, Blast(3))	
3x Carbine (18", A2)	
3x Rocket-Mod (18", A1, AP(2), Deadly(3), Limited)	
Bad Shot, Furious, Tough(3)	
<i>Replace any Rocket-Mod:</i>	
+5pts	Heavy Flamer-Mod (12", A1, AP(1), Blast(3), Limited, Reliable)
+5pts	Carbine-Mod (18", A2)
<i>Replace any Heavy Club:</i>	
+15pts	Heavy Saw (A1, AP(2), Deadly(3))
+20pts	Heavy Axe (A3, AP(1), Rending)
+30pts	Heavy Claw (A3, AP(4))
<i>Replace one Carbine and Carbine-Mod and Heavy Club:</i>	
+30pts	Dual Heavy Saws (A2, AP(2), Deadly(3))

Beast Riders [3] - 185 pts	
Quality 4+	Defense 6+
3x Beast Jaws (A2, AP(1))	
3x Lance (A1, Lance)	
Combat Shield (Shield Wall)	
Boing, Frenzy, Psy-Blessing, Tough(3)	
<i>Replace all Lances and Combat Shields:</i>	
+5pts	Dual Hand Weapons (A2)
+5pts	Berserker Claws (A1, AP(4))

Orc Bikers [3] - 190 pts	
Quality 4+	Defense 5+
3x CCW (A2)	
3x Pistol (12", A1)	
3x Twin Mini-MG (18", A3, AP(1))	
Bad Shot, Fast, Furious, Shooty, Tough(3)	
<i>Replace one CCW:</i>	
+5pts	Heavy Club (A1, Blast(3))
+10pts	Heavy Axe (A2, AP(1), Rending)
+15pts	Heavy Saw (A1, AP(2), Deadly(3))
+15pts	Heavy Claw (A2, AP(4))

Veteran Bikers [3] - 230 pts	
Quality 3+	Defense 4+
3x CCW (A2)	
3x Pistol (12", A1)	
3x Twin Mini-MG (18", A3, AP(1))	
Bad Shot, Fast, Furious, Shooty, Tough(3)	
<i>Replace one CCW:</i>	
+5pts	Heavy Club (A1, Blast(3))
+10pts	Heavy Axe (A2, AP(1), Rending)
+20pts	Heavy Saw (A1, AP(2), Deadly(3))
+20pts	Heavy Claw (A2, AP(4))

Hover Bikers [3] - 235 pts	
Quality 4+	Defense 5+
6x CCW (A2)	
3x Pistol (12", A1)	
3x Twin Mini-MG (18", A3, AP(1))	
Bad Shot, Fast, Flying, Furious, Shooty, Tough(3)	
<i>Replace any Twin Mini-MG:</i>	
+5pts	Rocket Launcher (18", A1, AP(2), Deadly(3))
+15pts	Rapid Plasma Rifle (24", A2, AP(4))
<i>Replace one CCW:</i>	
+5pts	Rotor Blade Attack (Impact(3))
+25pts	Bomb Spear (A1, AP(4), Deadly(3))
<i>Upgrade all models with:</i>	
+5pts	Drop Bombs

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Trike [1] - 95 pts	
Quality 4+	Defense 5+
CCW (A3) Twin Heavy Shotgun (12", A6, AP(1)) Fast, Tough(6)	
<i>Replace Twin Heavy Shotgun:</i>	
+25pts	Twin Rocket Launcher (18", A2, AP(2), Deadly(3))
+25pts	Twin Heavy Flamer (12", A2, AP(1), Blast(3), Reliable)
+45pts	Twin Heavy Machinegun (30", A6, AP(1))
<i>Upgrade with any:</i>	
+5pts	Tire Chains (Strider)
+10pts	Overclocked Engine (Speed Boost)
+10pts	Gun Master (Shooty)

Assault Buggy [1] - 215 pts	
Quality 4+	Defense 2+
Blast-GL (6", A1, Blast(3)) Boost-Gun (30", A2, Blast(3)) Fast, Impact(3), Tough(9)	
<i>Upgrade with any:</i>	
+10pts	Tire Chains (Strider)
+20pts	Overclocked Engine (Speed Boost)
+20pts	Gun Master (Shooty)
<i>Replace Boost-Gun and Blast-GL:</i>	
+20pts	Ruck-Drone Launcher (24", A2, AP(1), Deadly(3)), Truck-Killer RPG (12", A1, AP(1), Deadly(3))
+25pts	Snazzy Gun-Array (24", A6, Boom-MG (18", A3, AP(1), Lock-On)
+65pts	Mega-MG (36", A3, AP(2)), Track-Loader RPG (18", A2, AP(2), Deadly(3))
+70pts	Jump-Rocket Pod (18", A3, AP(1), Indirect), Shock Launcher (18", A6, AP(1), Shock)

Truck [1] - 200 pts	
Quality 4+	Defense 2+
Rapid Rocket Launcher (18", A2, AP(2), Deadly(3)) Fast, Impact(3), Tough(6), Transport(11)	
<i>Upgrade with any:</i>	
+5pts	Tire Chains (Strider)
+10pts	Overclocked Engine (Speed Boost)
+20pts	Gun Master (Shooty)
<i>Replace Rapid Rocket Launcher:</i>	
+20pts	Rapid Heavy Machinegun (30", A6, AP(1))
<i>Upgrade with any:</i>	
+20pts	Boarding Rig (Transport(6))
+25pts	Wrecking Ram (Impact(5))

Battle Truck [1] - 410 pts	
Quality 4+	Defense 2+
Rapid Rocket Launcher (18", A2, AP(2), Deadly(3)) Heavy Rocket Launcher (24", A2, AP(2), Deadly(3)) Heavy Machinegun (30", A3, AP(1)) Fast, Impact(6), Tough(12)	
<i>Upgrade with any:</i>	
+10pts	Tire Chains (Strider)
+25pts	Overclocked Engine (Speed Boost)
+60pts	Gun Master (Shooty)
<i>Replace Rapid Rocket Launcher:</i>	
+20pts	Rapid Heavy Machinegun (30", A6, AP(1))
<i>Upgrade with any:</i>	
+20pts	Boarding Rig (Transport(6))
+25pts	Wrecking Ram (Impact(5))
<i>Replace Heavy Rocket Launcher:</i>	
+15pts	Heavy Cannon (30", A2, AP(2), Blast(3))

Great Battle Truck [1] - 585 pts	
Quality 4+	Defense 2+
Rapid Rocket Launcher (18", A2, AP(2), Deadly(3)) Basic Cannon (24", A1, AP(2), Blast(3)) Heavy Machinegun (30", A3, AP(1)) Extra Space (Transport(11)) Fast, Impact(9), Tough(18), Transport(11)	
<i>Upgrade with any:</i>	
+20pts	Tire Chains (Strider)
+35pts	Overclocked Engine (Speed Boost)
+45pts	Gun Master (Shooty)
<i>Replace Rapid Rocket Launcher:</i>	
+20pts	Rapid Heavy Machinegun (30", A6, AP(1))
<i>Upgrade with any:</i>	
+20pts	Boarding Rig (Transport(6))
+25pts	Wrecking Ram (Impact(5))
<i>Replace Basic Cannon:</i>	
+10pts	Buster Cannon (30", A1, AP(3), Deadly(3))
+85pts	Lightning Cannon (36", A6, Lock-On, Rending)
<i>Replace Extra Space:</i>	
+45pts	Heavy Mortar (24", A1, AP(1), Blast(6), Indirect)

Combat Beast [1] - 575 pts	
Quality 4+	Defense 2+
Heavy Claws (A6, AP(1)) Stomp (A6, AP(2)) 2x Harpoon Cannon (12", A1, AP(4), Deadly(6)) Extra Space (Transport(11)) Fast, Tough(18), Transport(11)	
<i>Replace any Harpoon Cannon:</i>	
+30pts	Heavy Mortar (24", A1, AP(1), Blast(6), Indirect)
<i>Replace Extra Space:</i>	
+10pts	Psy-Totem (Caster(2))
+25pts	Twin Rocket Launcher (18", A2, AP(2), Deadly(3))
+45pts	Twin Heavy Machinegun (30", A6, AP(1))

Melee Walker [1] - 325 pts	
Quality 4+	Defense 2+
Stomp (A4, AP(1)) 2x Walker Saw (A2, AP(2), Deadly(3)) Fear(2), Furious, Tough(12)	
<i>Replace any Walker Saw:</i>	
+5pts	Walker Claw (A4, AP(4))
<i>Upgrade with one:</i>	
+15pts	Disposable Rocket Launcher (18", A2, AP(2), Deadly(3), Limited)
+15pts	Disposable Heavy Flamer (12", A2, AP(1), Blast(3), Limited, Reliable)
+20pts	Disposable Heavy Machinegun (30", A6, AP(1), Limited)
+30pts	Disposable Plasma Cannon (30", A2, AP(4), Blast(3), Limited)

Ranged Walker [1] - 375 pts	
Quality 4+	Defense 2+
Stomp (A4, AP(1)) 2x Rapid Heavy Flamer (12", A2, AP(1), Blast(3), Reliable) Fear(2), Furious, Shooty, Tough(12)	
<i>Replace any Rapid Heavy Flamer:</i>	
+5pts	Rapid Rocket Launcher (18", A2, AP(2), Deadly(3))
+35pts	Rapid Heavy Machinegun (30", A6, AP(1))
+95pts	Rapid Plasma Cannon (30", A2, AP(4), Blast(3))

Bomber Plane [1] - 235 pts	
Quality 4+	Defense 2+
Heavy Bombs (6", A1, AP(3), Deadly(6)) Dorsal Gunner (30", A3, AP(1)) Super-MG (30", A3, AP(1), Lock-On) Aircraft, Tough(6)	
<i>Replace Super-MG:</i>	
+5pts	Buster Cannon (30", A1, AP(3), Deadly(3))
<i>Replace Heavy Bomb:</i>	
+20pts	Flame Missiles (24", A1, AP(1), Blast(3)), Flame Bombs (6", A1, AP(1), Blast(3))
+40pts	Portal Cannon (30", A6, Portal)
+100pts	Twin Plasma Cannon (30", A2, AP(4), Blast(3))
<i>Upgrade with any:</i>	
+20pts	Force Field (Regeneration)

Attack Plane [1] - 325 pts	
Quality 4+	Defense 2+
2x Twin Super-MG (30", A6, AP(1), Lock-On) Aircraft, Tough(6)	

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Great Walker [1] - 805 pts	
Quality 4+	Defense 2+
Great Walker Saw (A3, AP(2), Deadly(3))	
Stomp (A8, AP(2))	
2x Rocket Launcher Array (18", A2, AP(2), Deadly(3))	
Deathstorm Minigun (36", A8, AP(1), Rending)	
Fear(4), Fearless, Furious, Tough(18)	
<i>Replace Deathstorm Minigun:</i>	
+20pts	Deathstorm Plasma Cannon (30", A3, AP(4), Blast(3))
<i>Replace Great Walker Saw:</i>	
+5pts	Great Walker Claw (A6, AP(4))
<i>Replace any Rocket Launcher Array:</i>	
+20pts	Heavy Machinegun Array (30", A6, AP(1))
<i>Upgrade with one:</i>	
+15pts	Disposable Heavy Flamer (12", A2, AP(1), Blast(3), Limited, Reliable)
+20pts	Disposable Plasma Rifle (24", A4, AP(4), Limited)
<i>Upgrade with any:</i>	
+35pts	Boarding Rig (Transport(11))
+80pts	Force Field (Regeneration)
+80pts	Gun Master (Shooty)

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Name [size]	Qua	Def	Equipment	Special Rules	Cost
Rurthdeg [1]	4+	5+	Dueling Pistol (12", A2, AP(1)), Tyrant's Sabre (A2, AP(1), Counter)	Bad Shot, Furious, Hero, Seize Them!, Tough(3), Unique	65pts

SPECIAL RULES

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

Bad Shot: This model shoots at Quality 5+.

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).

Seize Them!: This model and its unit get +1 to hit in melee when charging.

Tough(X): 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).

Unique: This unit may only be taken once per army.

ORC MARAUDERS ARMY SPELLS

Warp (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).