

Unit	Stats	Loadout	Special Rules
Sneakygits [5] - 195pts	Qua 4+ Def 5+	5x CCWs (A2) 1x Pistol (12", A1) 3x Sniper Carbine (18", A1, AP(1), Sniper) 1x Rocket Launcher (18", A1, AP(2), Deadly(3))	<u>Bad Shot, Furious, Scout, Stealth, Strider</u>
Boss Kleeva [1] - 105pts Joined to Kleeva's Boyz	Qua 3+ Def 4+	1x CCW (A2) 1x Boss Pistol (12", A2)	<u>Bad Shot, Furious, Hero, Tough(3), 1x Master Shaman(Caster(3))</u>
Kleeva's Boyz [5] - 170pts	Qua 3+ Def 4+	2x CCWs (A2) 5x Pistols (12", A1) 1x Ultra Saw (A1, AP(2), Deadly(3)) 2x Ultra Claw (A2, AP(4))	<u>Bad Shot, Furious, 1x War Banner(Fear(+2))</u>
Junkaz [3] - 140pts	Qua 3+ Def 4+	2x CCWs (A1) 3x Looted Fusion-Guns (18", A1, AP(4), Deadly(3)) 1x Ultra Claw (A2, AP(4))	<u>Bad Shot, Furious, Shooty</u>
Skrappaz [3] - 120pts	Qua 3+ Def 4+	3x CCWs (A1) 3x Looted Fusion-Guns (18", A1, AP(4), Deadly(3))	<u>Bad Shot, Furious, Shooty</u>
Zikzik [1] - 55pts Joined to Boomgits	Qua 6+ Def 6+	1x CCW (A2) 1x Custom Plasma Pistol (12", A2, AP(4))	<u>Good Shot, Hero, Tough(3), 1x Gun Master(Extra Shooty)</u>
Boomgits [3] - 215pts	Qua 5+ Def 3+	3x Goblin Crews (A2) 3x Smasher Cannon (24", A1, AP(3), Deadly(3))	<u>Good Shot, Slow, Tough(3)</u>

Special Rules

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

Bad Shot: This model shoots at Quality 5+.

Blast: Each attack ignores cover and multiplies hits by X, but can't deal more hits than models in the target unit.

Caster: Gets X spell tokens at the beginning 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. This model and other casters within 18" in line of sight may spend any number of tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

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 target is killed.

Defense: Gets +X to Defense rolls.

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

Fear: Counts as having dealt +X wounds when checking who won melee.

Flying: May go through obstacles and ignores terrain effects when moving.

Furious: When charging, hits from unmodified rolls of 6 are multiplied by 2 (only the original hit counts as a 6).

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.

Rending: Wounds can't be regenerated, and unmodified results of 6 to hit count as having AP(4).

Scout: This model may be deployed after all other units, and may then move by up to 12", ignoring terrain. If both players have Scout, roll-off to see who goes first, and alternate deploying units.

Shooty: When shooting, hits from unmodified rolls of 6 are multiplied by 2 (only the original hit counts as a 6).

Slow: Moves -2" when using Advance, and -4" when using Rush/Charge.

Sniper: Shoots at Quality 2+, and may pick one model in a unit as its target, which is resolved as if it's a unit of 1.

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).

Orc Marauders Army Spells

- Warpath (1):** Target friendly unit within 12" gets Stealth next time it is shot at.

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

Headbang (2): Target 2 friendly units within 18" get Rending next time they fight in melee.

Death Bolt (2): Target enemy unit within 9" takes 1 hit with AP(4) and Deadly(3).

Teleport (3): Target 2 friendly units within 18" get Flying next time they activate.

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