

Orc Marauders • 3000pts

Orc Marauders 3.4.1

Orc Leader [1] - 140pts

⌄ Joined to Orc Bikers

Quality 4+

Defense 5+

Tough 6

Bad Shot, Furious, Hero, Tough(6), Extra Shooty, Fast, Shooty

Weapon	RNG	ATK	AP	SPE
CCW	-	A2	-	-
Leader Shotgun	12"	A3	1	-
Twin Mini-MG	18"	A3	1	-
Upgrade	SPE			
Gun Master	Extra Shooty			
Combat Bike	Fast, Tough(+3)			
Gun Expert	Shooty			

Orc Leader [1] - 140pts

⌄ Joined to Orc Bikers

Quality 4+

Defense 5+

Tough 6

Bad Shot, Furious, Hero, Tough(6), Extra Shooty, Fast, Shooty

Weapon	RNG	ATK	AP	SPE
CCW	-	A2	-	-
Leader Shotgun	12"	A3	1	-
Twin Mini-MG	18"	A3	1	-
Upgrade	SPE			
Gun Master	Extra Shooty			
Combat Bike	Fast, Tough(+3)			
Gun Expert	Shooty			

Orc Leader [1] - 140pts

⌄ Joined to Orc Bikers

Quality 4+

Defense 5+

Tough 6

Bad Shot, Furious, Hero, Tough(6), Extra Shooty, Fast, Shooty

Weapon	RNG	ATK	AP	SPE
CCW	-	A2	-	-
Leader Shotgun	12"	A3	1	-
Twin Mini-MG	18"	A3	1	-
Upgrade	SPE			
Gun Master	Extra Shooty			
Combat Bike	Fast, Tough(+3)			
Gun Expert	Shooty			

Orc Bikers [6] - 380pts

Quality 4+

Defense 5+

Tough 3

Bad Shot, Fast, Furious, Shooty, Tough(3)

Weapon	RNG	ATK	AP	SPE
6x Twin Mini-MGs	18"	A3	1	-
6x Pistols	12"	A1	-	-
6x CCWs	-	A2	-	-

Orc Bikers [6] - 380pts

Quality 4+

Defense 5+

Tough 3

Bad Shot, Fast, Furious, Shooty, Tough(3)

Weapon	RNG	ATK	AP	SPE
6x Twin Mini-MGs	18"	A3	1	-
6x Pistols	12"	A1	-	-
6x CCWs	-	A2	-	-

Orc Bikers [6] - 380pts

Quality 4+

Defense 5+

Tough 3

Bad Shot, Fast, Furious, Shooty, Tough(3)

Weapon	RNG	ATK	AP	SPE
6x Twin Mini-MGs	18"	A3	1	-
6x Pistols	12"	A1	-	-
6x CCWs	-	A2	-	-

Orc Leader [1] - 140pts

⌵ Joined to Orc Bikers

Quality 4+

Defense 5+

Tough 6

Bad Shot, Furious, Hero, Tough(6), Extra Shooty, Fast, Shooty

Weapon	RNG	ATK	AP	SPE
CCW	-	A2	-	-
Leader Shotgun	12"	A3	1	-
Twin Mini-MG	18"	A3	1	-
Upgrade	SPE			
Gun Master	Extra Shooty			
Combat Bike	Fast, Tough(+3)			
Gun Expert	Shooty			

Orc Bikers [6] - 380pts

Quality 4+

Defense 5+

Tough 3

Bad Shot, Fast, Furious, Shooty, Tough(3)

Weapon	RNG	ATK	AP	SPE
6x Twin Mini-MGs	18"	A3	1	-
6x Pistols	12"	A1	-	-
6x CCWs	-	A2	-	-

Veteran Leader [1] - 150pts

⌵ Joined to Veteran Bikers

Quality 3+

Defense 4+

Tough 6

Bad Shot, Furious, Hero, Tough(6), Fast, War Cry

Weapon	RNG	ATK	AP	SPE
Leader Pistol	12"	A2	-	-
Heavy Claw	-	A2	4	-
Twin Mini-MG	18"	A3	1	-
Upgrade	SPE			
Combat Bike	Fast, Tough(+3)			
Battle Chief	War Cry			

Veteran Bikers [3] - 250pts

Quality 3+

Defense 4+

Tough 3

Bad Shot, Fast, Furious, Shooty, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Twin Mini-MGs	18"	A3	1	-
3x Pistols	12"	A1	-	-
2x CCWs	-	A2	-	-
Heavy Claw	-	A2	4	-

4x Trike [1] - 130pts

Quality 4+

Defense 5+

Tough 6

Fast, Tough(6), Shooty

Weapon	RNG	ATK	AP	SPE
CCW	-	A3	-	-
Twin Rocket Launcher	18"	A2	2	Deadly(3)
Upgrade	SPE			
Gun Master	Shooty			

Special Rules

- AP: Targets get -X to Defense rolls when blocking hits.
- Bad Shot: This model shoots at Quality 5+.
- 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.
- 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.
- Fast: Moves +2" when using Advance, and +4" when using Rush/Charge.
- 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).

- 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.
- Shooty: When shooting, unmodified rolls of 6 to hit deal one extra hit (only the original hit counts as a 6 for special rules).
- 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).
- War Cry: This model and its unit move +2" on Advance, and +4" on Rush/Charge.