Skrappa's Boyz • 1000pts

Deffnog [1] - 75pts
Orc Leader
🔗 Joined to Orc Mob

Quality 4+	Defense 5+	Tough 3

Bad Shot, Furious, Hero, Tough(3)

Weapon	RNG	ATK	AP	SPE
CCW	-	A2	-	-
Boss Pistol	12"	A2	-	-
Upgrade		SPE		
Shaman		Caster(2)		

Orc Mob [10] - 190pts

Quality 4+	Defense 5+

Bad Shot, Furious, Mad Doctor

Weapon	RNG	ATK	AP	SPE
10x CCWs	-	A2	-	-
10x Pistols	12"	A1	-	-

Boss Skrappa [1] - 110pts
Ultra Boss
🔗 Joined to Orc Mob

Quality 3+	Defense 4+	Tough 6

Bad Shot, Furious, Hero, Tough(6)

Weapon	RNG	ATK	AP	SPE
2x Ultra Clubs	-	A1	-	Blast(3)
Upgrade		SPE		
Customizer		Energy Field		

Orc Mob [10] - 190pts

Quality 4+	Defense 5+

Bad Shot, Furious, Mad Doctor

Weapon	RNG	ATK	AP	SPE
10x CCWs	-	A2	-	-
10x Pistols	12"	A1	-	-

Skrappa's Ride [1] - 220pts
Truck

Quality 4+	Defense 2+	Tough 6

Fast, Impact(6), Tough(6), Transport(11)

Weapon	RNG	ATK	AP	SPE
Rocket Launcher	18"	A1	2	Deadly(3)
Upgrade		SPE		
Red Paint Job		Speed Boost		
Boarding Plank		Transport(+5)		
Battle Ram		Strider		

Truck [1] - 215pts

Quality 4+	Defense 2+	Tough 6

Fast, Impact(6), Tough(6), Transport(11)

Weapon	RNG	ATK	AP	SPE
Rocket Launcher	18"	A1	2	Deadly(3)
Upgrade		SPE		
Wrecking Ball		Impact(+2)		
Boarding Plank		Transport(+5)		

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.

Energy Field: This model and its unit get Stealth.

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

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).

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.

Impact: Roll X dice when attacking after charging (may not be fatigued), for each 2+ the target takes one hit.

Mad Doctor: This model and its unit get Regeneration.

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

Rending: Wounds can't be regenerated, and unmodified results of 6 to hit count as having 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. Units may deploy inside or embark by moving into contact, and may use any move action to disembark, but must stay within 6" of it. When a transport is destroyed, units inside must take a dangerous terrain test, are immediately Shaken, and surviving models must be placed within 6" of the transport before removing it.

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).