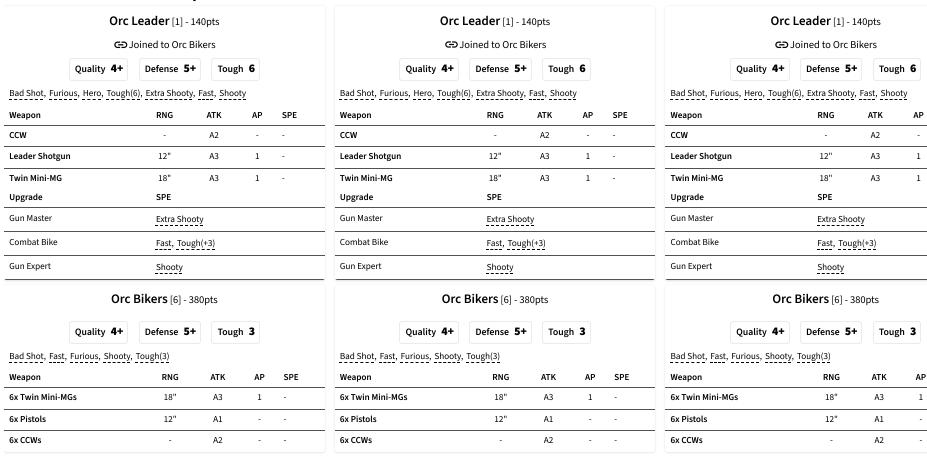
Orc Marauders • 3000pts

Orc Marauders 3.4.1

SPE

SPE



https://army-forge.onepagerules.com/view



4x Trike [1] - 130pts Quality 4+ Defense 5+ Tough 6 Fast, Tough(6), Shooty AΡ SPE Weapon RNG **ATK** CCW АЗ 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.