

Orontekh Advance Legions • 1000pts

Robot Legions 3.2.0

Krispekh the Seeker [1] - 250pts

Tri-Scorpion Lord

Quality 3+

Defense 3+

Tough 6

Hero, Relentless, Robot, Self-Repair, Strider, Tough(6)

Weapon	RNG	ATK	AP	SPE
Annihilation Gun	18"	A2	1	<u>Blast(3)</u>
Harvest Blade	-	A2	2	<u>Deadly(3)</u>
Upgrade	SPE			
Technomancer	<u>Caster(2)</u>			

Raznikh the Cruel [1] - 125pts

Robot Lord

↔ Joined to Guardians

Quality 3+

Defense 3+

Tough 3

Hero, Robot, Self-Repair, Slow, Tough(3)

Weapon	RNG	ATK	AP	SPE
Staff-Shot	12"	A3	1	-
Combat Staff	-	A3	1	-
Upgrade	SPE			
Jetpack	<u>Ambush, Flying</u>			
Overseer	<u>Royal March</u>			

Guardians [5] - 170pts

Quality 3+

Defense 3+

Robot, Self-Repair, Slow

Weapon	RNG	ATK	AP	SPE
5x Hyper Swords	-	A2	1	<u>Rending</u>
Upgrade	SPE			
Jetpacks	<u>Ambush, Flying</u>			
Combat Shields	<u>Shield Wall</u>			

Bot Swarms [6] - 150pts

Quality 6+

Defense 6+

Tough 3

Robot, Self-Repair, Strider, Tough(3)

Weapon	RNG	ATK	AP	SPE
6x Swarm Attacks	-	A3	-	<u>Rending</u>

Tri-Scorpions [3] - 305pts

Quality 3+

Defense 3+

Tough 3

Robot, Self-Repair, Strider, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Dual Reaper Blades	-	A4	2	-
Upgrade	SPE			
Plasmabot	<u>Rending in Melee</u>			

Special Rules

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

Ambush: This model may be kept in reserve instead of deploying. At the start of any round after the first, you may place the model anywhere, over 9" away from enemy units. If both players have Ambush, roll-off to see who goes first, and alternate deploying units. Units that deploy like this on the last round can't seize or contest objective markers.

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.

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

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.

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

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

Rending in Melee: This model gets Rending in melee.

Robot: Whenever this unit fails a morale test, it counts as passed instead. Then, roll as many dice as remaining models/tough with this rule, and for each result of 1-3 the unit takes one wound, which can't be ignored.

Royal March: This model and its unit may ignore the Slow rule.

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

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

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

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).

Robot Legions Army Spells

Star Bots (1): Target enemy unit within 18" gets -1 to hit rolls next time it fights in melee.

Meteor Bots (1): Target enemy unit within 12" takes 2 hits with AP(2).

Assault Bots (2): Target 2 friendly units within 12" get +2" next time they Advance, or +4" next time they Rush/Charge.

Thunderbolt Bots (2): Target enemy model within 12" takes 2 hits with AP(4).

Arrow Bots (3): Target 2 enemy units within 24" get -1 to hit rolls next time they shoot.

Fire Bots (3): Target 2 enemy units within 9" take 6 hits each.