



About OPR

OPR (www.onepagerules.com) is the home of many free games which are designed to be fast to learn and easy to play.

This project was made by gamers for gamers and it can only exist thanks to the support of our awesome community.

If you'd like to support the continued development of our games you can donate on patreon.com/onepagerules.

Thank you for playing!

Background Story

Orc Marauders are large, brutish and highly aggressive aliens whose society is primarily based on war. Although they are usually treated as one enemy, Orc Marauders are actually split into hundreds of small empires which are constantly fighting against each other.

Whilst there are many sub-species of Orc Marauders found in the galaxy the most prevalent are the green-skinned orcs and the tiny goblins. These species work together as space pirates, raiding enemy forces for equipment and generally causing mayhem in the Sirius sector.

Orc Marauders excel at close combat but lack in ranged ability as most units can't hit the broad side of a barn. Their strategy relies mostly on bringing large numbers of bodies that charge recklessly across the battlefield and overwhelm the enemy.

They might not be very intelligent, but who needs smarts when you have waves of blood hungry orcs?

GF - Orc Marauders v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Big Boss [1]	3+	5+	Pistol (12", A1), 2x CCWS (A3)	Bad Shot, Furious, Hero, Tough(6)	A, B, C, D	75pts
Orc Leader [1]	4+	5+	Pistol (12", A1), CCW (A2)	Bad Shot, Furious, Hero, Tough(3)	A, C, D, E, F	30pts
Goblin Champ [1]	6+	6+	Pistol (12", A1), CCW (A2)	Good Shot, Hero, Tough(3)	D, G	15pts
Goblin Herd [10]	6+	6+	Pistols (12", A1), CCWs (A1)	Good Shot	G, H	70pts
Orc Mob [10]	4+	5+	Pistols (12", A1), CCWs (A2)	Bad Shot, Furious	A, E, I, J, K	165pts
Jetpack Orcs [5]	4+	5+	Pistols (12", A1), CCWs (A2)	Ambush, Bad Shot, Flying, Furious	A, E, G	115pts
Commandos [5]	4+	5+	Pistols (12", A1), CCWs (A2)	Bad Shot, Furious, Scout, Stealth, Strider	A, E, J, L	115pts
Specialist Orcs [5]	4+	5+	Flamethrowers (12", A6), CCWs (A1)	Bad Shot, Furious, Relentless	M	125pts
Boss Mob [5]	3+	5+	Pistols (12", A1), CCWs (A3)	Bad Shot, Furious, Tough(3)	B, K, N	200pts
Orc Pirates [5]	3+	5+	Boarding Guns (24", A3, Rending), CCWs (A2)	Bad Shot, Furious, Relentless, Tough(3)	B	275pts
Ultra Bosses [3]	3+	3+	Carbines (18", A2), CCWs (A3)	Bad Shot, Furious, Tough(3)	B, O	170pts
Orc Bikers [3]	4+	5+	Twin Mini-MGs (18", A4, AP(1)), Pistols (12", A1), CCWs (A2)	Bad Shot, Fast, Furious, Tough(3)	A, E, P	170pts
Orc Mini-Copters [3]	4+	5+	Rocket Launchers (18", A1, AP(2), Deadly(3)), Pistols (12", A1), CCWs (A2)	Bad Shot, Fast, Flying, Furious, Tough(3)	A, E, Q	185pts
Boss Bikers [3]	3+	5+	Twin Mini-MGs (18", A4, AP(1)), Pistols (12", A1), CCWs (A3)	Bad Shot, Fast, Furious, Tough(6)	A, B, P	315pts

A | Replace one Pistol:

Carbine (18", A2)	+5pts
Twin Carbine (18", A4)	+10pts

Take one Carbine attachment:

Rocket-Mod (9", A1, AP(2), Deadly(3))	+10pts
Heavy Flamer-Mod (6", A6, AP(1))	+10pts

B | Replace any CCW:

Ultra Axe (A3, AP(1), Rending)	+10pts
Ultra Club (A2, Blast(3))	+15pts
Ultra Claw (A3, AP(4))	+20pts
Ultra Saw (A2, AP(2), Deadly(3))	+35pts

C | Upgrade with one:

Ultra Armor (Defense +2)	+25pts
Cyborg Body (Regeneration)	+30pts
Jetpack (Ambush, Flying)	+50pts
Commando Gear (Scout, Stealth, Strider)	+50pts
Beast Mount (Fast, Tough(+3), Beast Jaws (A3, AP(1)))	+80pts
Combat Bike (Fast, Tough(+3), Twin Mini-MG (18", A4, AP(1)))	+80pts
Mini-Copter (Fast, Flying, Tough(+3), Rocket Launchers (18", A1, AP(2), Deadly(3)))	+110pts
Combat Trike (Fast, Tough(+6), Triple Boss Shotty (12", A6, AP(1)))	+115pts

Upgrade with:

Attack Beast (A2, AP(1))	+15pts
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D | Upgrade with one:

Gun Master (Shooting Frenzy)	+15pts
Shaman (Psychic(1))	+25pts
Mechanic (Repair)	+25pts
Customizer (Energy Field)	+35pts
Battle Chief (War Cry)	+55pts

E | Replace up to two CCWs:

Ultra Club (A1, Blast(3))	+5pts
Ultra Axe (A2, AP(1), Rending)	+5pts
Ultra Claw (A2, AP(4))	+10pts
Ultra Saw (A1, AP(2), Deadly(3))	+15pts

F | Replace Pistol:

Plasma Pistol (12", A1, AP(4))	+5pts
Portal Gun (12", A3, Rending)	+10pts
Plasma Rifle (24", A1, AP(4))	+10pts
Lightning Pistol (12", A3, Rending, Lock-On)	+10pts
Rocket Launcher (18", A1, AP(2), Deadly(3))	+10pts
Shock Gun (18", A3, Blast(3), AP(2))	+40pts

G | Replace up to two Pistols:

Rocket Pistol (6", A1, AP(2), Deadly(3))	+5pts
Flamethrower Pistol (6", A6)	+10pts
Plasma Pistol (12", A1, AP(4))	+5pts
Lightning Pistol (12", A3, Rending, Lock-On)	+15pts

H | Upgrade all models with:

Goblin Herder (Fearless, Furious, Relentless)	+20pts
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I | Replace all Pistols and CCWs:

Carbines (18", A2), CCWs (A1)	+10pts
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J | Replace up to two Pistols:

Plasma Rifle (24", A1, AP(4))	+10pts
Flamethrower (12", A6)	+10pts
Rocket Launcher (18", A1, AP(2), Deadly(3))	+15pts
Lightning Gun (24", A3, Rending, Lock-On)	+25pts
Heavy Machinegun (30", A3, AP(1))	+20pts

K | Upgrade one model with one:

War Banner (Fear)	+20pts
Mad Doctor	+90pts

L | Replace all Pistols:

Shotguns (12", A2, AP(1))	+20pts
Carbines (18", A2)	+20pts

Replace one Pistol:

Sniper Carbine (18", A2, AP(1), Sniper)	+35pts
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M | Replace all Flamethrowers:

Rocket Launchers (18", A1, AP(2), Deadly(3))	+10pts
Railguns (36", A3, AP(2), Lock-On)	+160pts
Bomb Hammer (A1, AP(4), Deadly(3))	+10pts

Upgrade up to two models with:

Bomb Beast (18", A1, AP(4))	+10pts
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N | Replace any Pistol:

Carbine (18", A2)	+5pts
Twin Carbine (18", A4)	+10pts
Any model may take one Carbine attachment:	
Heavy Flamer-Mod (6", A6, AP(1))	+10pts
Rocket-Mod (9", A1, AP(2), Deadly(3))	+5pts

O | Replace any Carbine and CCW:

Dual Ultra Saws (A4, AP(2), Deadly(3))	+60pts
Any model may take one Carbine attachment:	
Heavy Flamer-Mod (6", A6, AP(1))	+10pts
Rocket-Mod (9", A1, AP(2), Deadly(3))	+10pts
Replace any Carbine:	
Twin Carbine (18", A4)	+5pts

P | Replace all Twin Mini-MGs:

Beast Mounts (A3, AP(1))	+5pts
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Q | Replace any Rocket Launcher:

Twin Mini-MG (18", A4, AP(1))	+5pts
Rapid Plasma Rifle (24", A2, AP(4))	+5pts

Upgrade any model with one:

Rotor Blade Attack (Impact(3))	+10pts
Copter-Saw (A1, AP(2), Deadly(3))	+20pts

Upgrade all models with:

Assault Bombs	+20pts
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Special Rules

Assault Bombs: Whenever this model moves over enemy units, pick one of them and roll one die, on a 2+ it takes 1 hit.

Bad Shot: This model shoots at Quality 5+.

Energy Field: The hero and its unit get the Stealth special rule.

Good Shot: This model shoots at Quality 4+.

Mad Doctor: This model and its unit get the Regeneration special rule.

Repair: Once per activation, if within 2" of a unit with Tough, roll one die. On a 2+ you may repair D3 wounds from the target.

Shooting Frenzy: The hero and its unit get the Relentless special rule.

War Cry: The hero and its unit move +2" on advance and +4" on rush/charge actions.

Psychic Spells

Crackling Bolt (4+): Target enemy unit within 6" rolls as many dice as models in it, and takes 1 hit for each 4+ rolled.

Warpath (4+): Target 2 friendly units within 6" get Stealth next time they are shot at.

Death Bolt (5+): Target enemy unit within 6" takes 1 hit with AP(4) and Deadly(3).

Headbang (5+): Target 2 friendly units within 12" get Rending next time they fight in melee.

Psychic Vomit (6+): Target enemy unit within 6" takes 5 hits with AP(2).

Teleport (6+): Target 2 friendly units within 12" get Flying next time they activate.

GF - Orc Marauders v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Truck [1]	4+	2+	Rocket Launcher (18", A1, AP(2), Deadly(3))	Fast, Impact(6), Tough(6), Transport(11)	A, B	180pts
Looted Tank [1]	4+	2+	4x Rocket Launchers (18", A1, AP(2), Deadly(3))	Fast, Impact(6), Tough(12)	A, B, C, D	315pts
Battle Rig [1]	4+	2+	4x Rocket Launchers (18", A1, AP(2), Deadly(3))	Fast, Impact(6), Tough(18), Transport(11)	A, B, C, E	455pts
Orc Buggy [1]	4+	5+	Twin Rocket Launcher (18", A2, AP(2), Deadly(3))	Fast, Impact(6), Tough(6)	F	120pts
Combat Kart [1]	4+	2+	Rocket Launcher (18", A1, AP(2), Deadly(3)), Shock Rifle (18", A6, Rending)	Fast, Impact(6), Tough(6)	A, G	185pts
Orc Walker [1]	4+	2+	4x Walker Claws (A2, AP(4)), Stomp (A2, AP(1))	Fear, Furious, Tough(12)	H	265pts
Goblin Walker [1]	5+	2+	Rapid Bazooka (18", A2, Blast(3), Rending), Mini-Claw (A1, AP(3)), Stomp (A2, AP(1))	Good Shot, Tough(6)	I, J	125pts
Goblin Artillery [1]	5+	2+	Custom Cannon (30", A1, Blast(3), AP(4)), Goblin Crew (A3)	Good Shot, Repair, Slow, Tough(6)	K	145pts
Goblin Tank [1]	5+	2+	Rapid Bazooka (18", A2, Blast(3), Rending), Tread Attack (A3, AP(1))	Fast, Good Shot, Impact(3), Tough(6)	J	145pts
Bomber Plane [1]	4+	2+	Twin Super MG (30", A6, AP(1), Lock-On), Flame Bombs (6", A4, Blast(3), AP(1))	Aircraft, Tough(6)	L, M	210pts
Attack Plane [1]	4+	2+	2x Twin Super MGs (30", A6, AP(1), Lock-On)	Aircraft, Tough(6)	L, N	265pts
Brutal & Cunning Titan [1]	4+	2+	Quad Heavy Machineguns (30", A12, AP(1)), Twin Rocket Launcher (18", A2, AP(2), Deadly(3)), Mega Claw (A6, AP(4)), Stomp (A8, AP(2))	Fear, Fearless, Furious, Tough(24), Transport(6)	O	675pts

A | Upgrade with any:

Gun Master (Relentless)	+10pts
Wrecking Ball (Impact(+3))	+10pts
Boarding Plank (Transport(+5))	+15pts
Battle Ram (Strider)	+30pts
Red Paint Job	+55pts

B | Replace any Rocket Launcher:

Heavy Machinegun (30", A3, AP(1))	+10pts
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C | Upgrade with one:

Extra Space (Transport(+10))	+30pts
Harpoon Cannon (12", A1, AP(4), Deadly(6))	+30pts
2x Rocket Launcher (18", A1, AP(2), Deadly(3))	+40pts
Lobber Mortar (24", A1, Blast(6), AP(1), Indirect)	+55pts
Heavy Cannon (30", A2, Blast(3), AP(2))	+70pts

D | Upgrade with one:

Rocket Launcher (18", A1, AP(2), Deadly(3))	+20pts
Heavy Flamethrower (12", A6, AP(1))	+25pts
Heavy Machinegun (30", A3, AP(1))	+30pts

E | Upgrade with one:

Harpoon Cannon (12", A1, AP(4), Deadly(6))	+30pts
Basic Cannon (24", A1, Blast(3), AP(2))	+30pts
Buster Cannon (30", A1, AP(3), Deadly(3))	+40pts
Lobber Mortar (24", A1, Blast(6), AP(1), Indirect)	+55pts
Lightning Cannon (36", A6, Rending, Lock-On)	+95pts

Upgrade with any:

Shaman (Psychic(1))	+25pts
Draught Beast (A6, AP(2))	+35pts

F | Replace Twin Rocket Launcher:

Twin Heavy Flamethrower (12", A12, AP(1))	+10pts
Twin Heavy Machinegun (30", A6, AP(1))	+20pts

Upgrade with any:

Tracked (Strider)	+10pts
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G | Replace Shock Rifle and Rocket Launcher:

Beast-Gun (24", A2, AP(1), Deadly(3)),	+5pts
Beast GL (18", A1, Blast(3), AP(1))	+5pts
Boost-Gun (30", A3, Blast(3)),	+5pts
Blast Grenades (6", A1, Blast(3))	+5pts
Heavy Machinegun (30", A3, AP(1)),	+15pts
Boom-Snazz-Gun (18", A9)	+15pts
Mega-Scrap-MG (30", A6, AP(1)),	+45pts
Chain-RPG (18", A2, AP(2), Deadly(3))	+45pts

Upgrade with:

Jump Engine (Teleport)	+35pts
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H | Replace up to two Walker Claws:

Rapid Rocket Launcher (18", A2, AP(2), Deadly(3))	+30pts
Rapid Heavy Flamethrower (12", A12, AP(1))	+40pts
Rapid Heavy Machinegun (30", A6, AP(1))	+50pts
Rapid Plasma Cannon (30", A2, Blast(3), AP(4))	+75pts

Replace any Walker Claw:

Walker Saw (A1, AP(2), Deadly(3))	+5pts
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Upgrade with:

Gun Master (Relentless)	free
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I | Replace Mini-Claw:

Mini-Saw (A1, AP(1), Deadly(3))	+5pts
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J | Replace Rapid Bazooka:

Rapid Rocket Launcher (18", A2, AP(2), Deadly(3))	+10pts
Rapid Heavy Flamethrower (12", A12, AP(1))	+20pts
Rapid Heavy Machinegun (30", A6, AP(1))	+30pts
Rapid Plasma Cannon (30", A2, Blast(3), AP(4))	+55pts

K | Replace Custom Cannon:

Lobber Mortar (24", A1, Blast(6), AP(1), Indirect)	+10pts
Bubble Cannon (30", A2, Blast(3), Rending)	+10pts
Smasher Cannon (24", A1, AP(3), Deadly(6))	+15pts
Tractor Beam (30", A4, AP(2), Lock-On)	+25pts

L | Upgrade with any:

Gun Master (Relentless)	+20pts
Twin Heavy Machinegun (30", A6, AP(1))	+65pts

M | Replace Flame Bombs:

Heavy Bombs (6", A4, AP(3), Deadly(3))	+10pts
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Upgrade with:

Flame Missiles (24", A2, Blast(3), AP(1))	+40pts
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N | Replace one Twin Super MG:

Twin Plasma Cannon (30", A2, Blast(3), AP(4))	+10pts
Heavy Portal Cannon (30", A9, Rending)	+15pts

Replace one Twin Super MG:

Smasher Cannon (24", A1, AP(3), Deadly(6))	-20pts
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Upgrade with:

Force Field (Regeneration)	+30pts
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O | Upgrade with one:

Plasma Rifle (24", A1, AP(4))	+15pts
Heavy Flamethrower (12", A6, AP(1))	+25pts

Upgrade with one:

Deathstorm Plasma Cannon (36", A3, Blast(3), AP(4))	+155pts
Deathstorm Minigun (36", A18, AP(1))	+230pts

Upgrade with any:

Gun Master (Relentless)	+20pts
Force Field (Regeneration)	+120pts

Special Rules

Good Shot: This model shoots at Quality 4+.

Red Paint Job: This model moves +2" on Advance and +4" on Rush/Charge actions.

Repair: Once per activation, if within 2" of a unit with Tough, roll one die. On a 2+ you may repair D3 wounds from the target.

Teleport: When this model is activated it may teleport by up to 6" in any direction, ignoring all units and terrain.

Psychic Spells

Crackling Bolt (4+): Target enemy unit within 6" rolls as many dice as models in it, and takes 1 hit for each 4+ rolled.

Warpath (4+): Target 2 friendly units within 6" get Stealth next time they are shot at.

Death Bolt (5+): Target enemy unit within 6" takes 1 hit with AP(4) and Deadly(3).

Headbang (5+): Target 2 friendly units within 12" get Rending next time they fight in melee.

Psychic Vomit (6+): Target enemy unit within 6" takes 5 hits with AP(2).

Teleport (6+): Target 2 friendly units within 12" get Flying next time they activate.