



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?

GFF - 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
Orc [1]	4+	5+	Pistol (12", A1), CCW (A2)	Bad Shot, Furious	A, E, H, I, J	15pts
Goblin Herd [3]	6+	6+	Pistols (12", A1), CCWs (A1)	Good Shot	G, K	20pts
Commando [1]	4+	5+	Pistol (12", A1), CCW (A2)	Bad Shot, Furious, Scout, Stealth, Strider	A, E, I, L	25pts
Jetpack Orc [1]	4+	5+	Pistol (12", A1), CCW (A2)	Ambush, Bad Shot, Flying, Furious	A, E, G	25pts
Specialist Orc [1]	4+	5+	Flamethrower (12", A6), CCW (A1)	Bad Shot, Furious, Relentless	M	25pts
Boss [1]	3+	5+	Pistol (12", A1), CCW (A3)	Bad Shot, Furious, Tough[3]	B, J, N	40pts
Orc Biker [1]	4+	5+	Twin Mini-MG (18", A4, AP(1)), Pistol (12", A1), CCW (A2)	Bad Shot, Fast, Furious, Tough[3]	A, E, O	55pts
Orc Pirate [1]	3+	5+	Boarding Gun (24", A3, Rending), CCW (A2)	Bad Shot, Furious, Relentless, Tough[3]	B	55pts
Ultra Boss [1]	3+	3+	Carbine (18", A2), CCW (A3)	Bad Shot, Furious, Tough[3]	B, P	55pts
Orc Mini-Copter [1]	4+	5+	Rocket Launcher (18", A1, AP(2), Deadly(3)), Pistol (12", A1), CCW (A2)	Bad Shot, Fast, Flying, Furious, Tough[3]	A, E, Q	60pts

A | Replace 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

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

E | Replace any CCW:

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 one 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 | Replace Pistols and CCW:

Carbines (18", A2), CCWs (A1)	+5pts
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I | Replace any Pistol:

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

J | Upgrade with one:

War Banner (Fear)	+20pts
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K | Upgrade all models with:

Goblin Herder (Fearless, Furious, Relentless)	+5pts
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L | Replace Pistol:

Shotguns (12", A2, AP(1))	+5pts
Carbines (18", A2)	+5pts
Sniper Carbine (18", A2, AP(1), Sniper)	+35pts

M | Replace Flamethrower:

Rocket Launchers (18", A1, AP(2), Deadly(3))	+5pts
Railguns (36", A3, AP(2), Lock-On)	+30pts

Replace any Rocket Launcher:

Bomb Hammer (A1, AP(4), Deadly(3))	+10pts
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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 Twin Mini-MG:

Beast Mounts (A3, AP(1))	free
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P | 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
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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 with one:

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

Upgrade with:

Assault Bombs	+10pts
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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: This model and all friendly units within 12" get the Stealth special rule.

Good Shot: This model shoots at Quality 4+.

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: This model and all friendly units within 12" get the Relentless special rule.

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.