

Chapter 1

Ork

1.1 Grunt

Name	Grunt
Size	medium
Type	Bio, Infantry
Cost	1mp
Models	4
Armor	

Assault: 2/2/2/2 Die: 6+ Armor Penetration: -2 Damage: d6-2

Assault Deflection: Die:

Any 6 on assault die roll (not assault deflection) count as two success and you get to reroll 3 dice (identical rules original die). (exploding die)

Cannot use ranged weapons

Damage Tables

Psychic damage

4+: unit base shaken

Regular damage

1-5: kill 1 member

6-8: kill 1 member, roll on psychic damage[d6]

9+: destroy unit base

1.2 Infantry

Name Infantry
 Size medium
 Type Bio, Infantry
 Cost 2mp
 Models 4
 Armor

Assault: 2/2/2/2 Die: 6+ Armor Penetration: -2 Damage: d6-2

Assault Deflection: Die:

Any 6 on assault die roll (not assault deflection) count as two success and you get to reroll up to 3 dice (identical rules to the original die) (exploding die)

Bad shot: -1 to hit with ranged weapons.

Take Cover[stand-still][-2]

Ork Musket

Angle: */*/-/- Range: 3 Armor Penetration: -2 Damage d6-1

Movement Orders

(slow) 360⁰ + F + 360⁰
 (slow) 360⁰ + 360⁰ + 360⁰
 (slow) 360⁰ + B + -
 (stand-still) 360⁰ + - + -
 (stand-still) 360⁰ + A + F
 (slow) - + - + chase

Fire Orders

(stand-still) - + Fire
 (stand-still) Fire + -
 (stand-still) - + load
 (stand-still) load + -
 (stand-still) - + aim
 (stand-still) aim + -

Damage Tables

Psychic Damage

4+: unit base shaken

Regular Damage

1-5: kill 1 member

6-8: kill 1 member, roll on psychic damage [d6]

9+ Destroy Unit Base

1.3 Warg Rider

Name Warg Rider
 Size medium
 Type Bio, Cavalery, Walks
 Cost 1mp, 2xp
 Models 2
 Armor

Assault: 4/4/4/4 Die: 6+ Armor Penetration: Damage: d6-2

Assault Deflection: 2/2/1/1 Die: 6+

Any 6 on assault die roll (not assault deflection) count as two success and you get to reroll up to 3 dice (identical rules to the original die) (exploding die)

May use crafts (both melee and ranges) which uses 1 hand. Fire orders only available if given ranged weapon

Movement orders

Fast: $360^0 + F + F$

Fast: $F + 360^0 + F$

Fast: $F + F + 360^0$

Fast: $F + B + 360^0$

Slow: $360^0 + 360^0 + 360^0$

Slow: $360^0 + A + F$

Fire Orders

load + -

fire + -

- + fire

Damage Tables

Psychic Damage

5+: unit shaken

Regular Damage

2-3: Bleeding[6]

4-5: Bleeding[6], +1 to future damage, psychic damage[d6]

6+: kill 1 member, pscic damage[d6]

1.4 Awakened war hero

Name Awakened war hero
 Size medium
 Type Bio, Infantry
 Cost
 Models 1
 Armor

Assault: 6/3/3/3 Die: 6+ Armor Penetration: Damage: d6

Assault Deflection: 2/-/-/- Die: 6+

Any 6 on assault die roll (not assault deflection) count as two success and you get to reroll up to 6 dice (with identical rules to this one) (exploding die)

has same orders available as the unit base it awakened from, and the same weapons as the last surviving member of the unit base

Damage Tables

Regular Damage

2-3: Bleeding[4]

4+ : Killed

1.5 Troll

Name	Troll
Size	Huge
Type	Bio, Monster
Cost	8xp
Models	1
Armor	

Assault: 10/8/6/4 Die: 5+ Armor Penetration: Damage: d6+12

Assault Deflection: Die:

Reduce damage by 2 for each successful assault deflection rolled by enemy

May have a maximum of twelve -1 counters to assault damage, and 1 momentarily killed token

At each aftermath face, remove/downgrade up to three of the following: one +1 for future damage marker, downgrade one bleeding one step, one -1 counter to assault damage or 1 momentarily killed token.

Main orders

- + - + Chase

Damage Tables

Regular Damage

1-3: +1 for future damage

4-6: +1 for future damage, bleed[4]

7-8: +2 for future damage, bleed[4]

10-12: +2 for future damage, bleed[6]

13-15: +3 for future damage, bleed[6]

16-18: +3 for future damage, bleed[8]

19-21: +4 for future damage, bleed[8]

22-24: +4 for future damage, bleed[10], -1 (cumulative) on assault damage

25-27: +5 for future damage, bleed[12], -2 (cumulative) on assault damage

28-29: +10 for future damage, bleed[12], -4 (cumulative) on assault damage

30-99: as 28-29 plus Troll Momentarily killed

100+: Troll permanently killed

1.6 HammerHead

Name	HammerHead
Size	Large
Type	Mechanical, Bio, Crew, Tracked
Cost	4ip
Models	1
Armor	8/5/2/2

Assault: 12/8/8/8 Die: 6+ Armor Penetration: 5/-2/-2/-2 Damage: d8+3/d8/d8/d8
 Assault Deflection: 12/2/2/2 Die: 6+

You may reroll up too 3 dice per 6 this unit roll in regular assaults. Assault deflection die may not be used to deflect attacks against you, but negate the enemies assault deflection dice instead

Has 4 Harpoon Guns which are all fired within same angle-sector when firing

Harpoon Gun

Angle: */*/*/ Range: 5 Armor Penetration: -2 Damage d6-2

If one single-member unit of size large or smaller is hit by this weapon but not killed, move the target one hex towards you in agony 0. Keep the orientation of the unit. If there are multiple hexes which you can move the target to move it towards you, you may choose where to move the enemy. If this movement forces the target to move into a hex occupied by you, carry out an assault. If this movement turns the hex into an overcrowded hex, do not move this unit but turn in into a shaken unit instead

Movement

(fast) F+ F + -
 (fast) F + R + -
 (fast) F + L + -
 (fast) F + B + -
 (fast) B + B + -
 (default fast) F + B + B
 (slow) L + - + -
 (slow) L + L + -
 (slow) R + - + -
 (slow) R + R + -
 (slow) A + F + -
 (slow) B + - + -
 (default slow) - + B + B

(slow) F + - + -
 (slow) B + rev + -
 (stand still) L + - + -
 (stand still) L + L + -
 (stand still) L + L + L
 (stand still) R + - + -
 (stand still) R + R + -
 (stand still) R + R + R
 (stand still) - + - + -
 (stand still) R + A + F
 (stand still) L + A + F
 (stand still) A + F + -
 (stand still) rev + - + -
 (default stand still) - + - + -
 (stand-still) aim + - + -

Fire

(stand still) load + -
 (stand still) load unstable + -
 (stand still) aim + -
 (all) fire + -

Damage Tables

Critical damage

1-3: roll on lightly damage 3 times
 4: Unit cannot rotate Left
 5: Unit Cannot rotate Right
 6: Harpoon guns destroyed.

Regular Damage

1-5: Lightly damage[d6]
 6-8: Crittical Damage, +1 on all future damage
 9+: unit desestroyed

Lightly Damage

1-3: unit shaken
 4-5: +1 on all future damage
 6: -2/-2/-2/-2 (cumulative) on assault values

1.7 Halftrack

Name Halftrack
 Size large
 Type Mechanical
 Cost 2ip
 Models 1
 Armor 2/1/1/1

Assault: 4/3/2/1 Die: 6+ Armor Penetration: Damage: d6-1

Assault Deflection: 2/-/-/- Die: 6+

May unload 1 infantry or grunt as part of assault

Bad Shot (-1 to hit)

May transport up to 2 grunts or 1 infantry.

Heavy MG

Angle: */-/-/- Range: 3 Armor Penetration: -1 Damage d6-1

Area(6+) or with aim, fire 6 times at same enemy unit base.

Fire

Fire (heavy MG) + -

- + Fire (heavy MG)

Load(2) + -

(stand-still or slow) aim + -

(stand-still or slow) - + aim

- + Load(2)

Movement orders

(fast): F + F + F

(fast): F + F + R

(fast): F + F + L

(fast): F + F + Unload

(stand-still): R + - + -

(stand-still): L + - + -

(stand-still): R + R + -

(stand-still): R + R + R

(stand-still): L + L + L

(stand-still): L + L + -

(stand-still): rev + - + -

(stand-still): Unload + - + -

(slow): A + F + R

A + F + L

(slow): A + F + -

(slow): B + - + -

(slow): B + rev + -

(slow): L + L + -

(slow): L + - + -

(slow): R + R + -

(slow): R + - + -

(slow): F + R + Unload

(slow): F + L + Unload

(slow): F + Unload + -

Damage Tables

Critical damage

1-2: Unit cannot accelerate any more.

3-4: unit cannot break any more

5-6: unit gains +1 to be hit and -1 to hit.

Regular Damage

1-4: roll on lightly damage [d6]

5-8: +1 on future damage, roll for critical damage[d6]

9+: Unit destroyed

Lightly damage

1-2: +1 on future damage

3-4: Unit shaken

5-6: Roll a d6 of regular damage to each transported unit base.

1.8 Warhero

Name	Warhero
Size	medium
Type	Bio, Infantry
Cost	3xp to upgrade up to either 2 grunts or 2 regular infantry
Models	
Armor	

Assault: 3/2/2/2 Die: 6+ Armor Penetration: -2 Damage: d6

Assault Deflection: 1/-/-/- Die: 6+

Any 6 on assault die roll (not assault deflection) count as two success and you get to reroll up to 3 dice (identical rules to the original die) (exploding die)

Not jet dead: after all 4 infantry in the unit base are killed, there is one that is not dead jet afterall. Becomes an awakened war hero.

Damage Tables

1.9 Flamecoveredaxe

Cost 2cp to upgrade weapons of single Warhero
 Required
 Type 1 handed elite infantry weapon
 Assault Modification: unmodified Assault AP: , Assault Damage: d6+1
 Assault Deflection Modification: -, Deflection die set to n.a
 Fire

Orders Gained ["]

Orders Lost ["]

1.10 Grenade Sling

Cost 3cp to give all units in unit base Grenade Sling
 Required
 Type 1 handed infantry weapon.
 Angle: */*/*/ Range: 3 AP: 1, Damage d6
 Choose one hex within normal range, area(6+)
 AP not reduced by distance
 If combined with the pyro, the pyro gains standar range of 3 instead of 1
Orders Gained ["]
Orders Lost ["]

1.11 Hand Held Cannon

Cost 4cp to give this weapon to 1 unit base
 Required
 Type Infantry base weapon
 Angle: */-/-/- Range: 4 AP: 4, 0 Damage +3 damage if penetrating armor
 Unit base gets the option to fire this weapon instead of regular weapons.
Orders Gained ["]
Orders Lost ["]

1.12 Harpoon Gun

Cost 2cp to give one infantry base this weapon
 Required Regular Infantry Base
 Type Infantry Base weapon, or vehicle/tank weapon.
 Angle: */*/*/ Range: 5 AP: , -2 Damage d6-2
 If one single-member unit of size large or smaller is hit by this weapon but not

killed, move the target one hex towards you in agony 0. Keep the orientation of the unit. If there are multiple hexes which you can move the target to move it towards you, you may choose where to move the enemy. If this movement forces the target to move into a hex occupied by you, carry out an assault. If this movement turns the hex into an overcrowded hex, do not move this unit but turn in into a shaken unit instead

Orders Gained ["]

Orders Lost ["]

1.13 MG

Cost 6cp to give MG to one infantry base

Required

Type Infantry base weapon.

Angle: */-/-/- Range: 5 AP: , -2 Damage d6-2

Fire at ALL units (friend or foe) within firing angle and range.

Unit base gains Take Cover[setup][-2]

Orders Gained ['(stand still) B[Setup] + - + -', '(setup): - + - + A[stand-still]',

'(setup): load MG + - ', '(setup): fire + -']

Orders Lost ['(stand-still) load', '(stand-still) fire']

1.14 Mechanical Power Spear

Cost 2cp to give all infantry in one unit base the Power Spear

Required Infantry

Type 2-handed Infantry Weapon

Assault Modification: unmodified Assault AP: -1, Assault Damage: d12

Assault Deflection Modification: -, Deflection die set to n.a

Cunning[1 for 2].

Orders Gained ["]

Orders Lost ["]

1.15 Mechanical Shield

Cost 1cp to give all units in one grunt or regular base shields

Required Infantry base

Type 1 handed infantry weapon

Assault Modification: unmodified Assault AP: unmodified, Assault Damage: unmodified

Assault Deflection Modification: +1/-/-/-, Deflection die set to 6+

Unit base gains damage resistance 1

Weapon uses 1 hand

Orders Gained ["]

Orders Lost ["]

1.16 Mechanical Spear

Cost 1cp to upgrade alle infantry in unit base

Required Infantry base

Type 1 handed Infantry Weapon

Assault Modification: unmodified Assault AP: , Assault Damage: d8

Assault Deflection Modification: -, Deflection die set to n.a

Cunning[1 for 2]

Orders Gained ["]

Orders Lost ["]

1.17 Mechanical Wings

Cost 3cp to upgrade one infantry base

Required Infantry base

Type Infantry Misc. May be added independent off other equipment.

Assault Modification: +1/-/-/- Assault AP: , Assault Damage: unmodified

Assault Deflection Modification: unmodified, Deflection die set to -

Does not fly, but those wings really help jumping and running.

Orders Gained ['(slow) A + Chase + Chase', '(fast) Chase + Chase + B']

Orders Lost ["]

1.18 Ork Pistol

Cost 1cp to upgrade all weapons of up to 2 regular ork infantry base

Required Infantry

Type 1 handed infantry weapon

Angle: */*/*/* Range: 3 AP: , -2 Damage d6-1

1 handed weapon. Infantry may combine pistol with another 1-handed weapon.

Orders Gained ['(stand-still) load(2) + -', '(stand-still) - + load(2)', '(stand-still, slow) fire + -', '(stand-still, slow) - + fire']

Orders Lost ["]

1.19 Pistol with Spear

Cost 1cp to upgrade a single warhero infantry

Required Warhero or Warg Rider

Type Elite Infantry Weapon

Angle: */*/*/* Range: 3 AP: , -2 Damage d6-1

1 handed weapon. Pistol with a mechanical Spear.

Assault Modification: unmodified Assault AP: , Assault Damage: d8

Assault Deflection Modification: -, Deflection die set to unmodified

Cunning[1 for 2]

Orders Gained ['Load(2)']

Orders Lost ["]

1.20 Pyro

Cost 1cp, 1xp to give all units in unit base Pyro

Required Infantry

Type Misc Infantry Weapon

Angle: */*/*/* Range: 1 AP: , special Damage special

Choose one hex within range, and each member tries to throw one grenade at an enemy in that hex. If enemy base is hit atleast once, that enemy is set on fire.

Don't need to be loaded to be used.

Bonus weapon, can be added to any other combination of weapons.

Orders Gained ['(stand-still, slow) - + Throw']

Orders Lost ["]