

1 Ork Infantry

Name Ork Infantry
Size medium
Cost 4mp
Models 4 x Ork Infantry
Armor [0, 0, 0, 0]
Take Cover[still][-2]
Bad Shot: -1 to hit with range weapons

Ork Infantry

Equipment: 1 x Ork Musket
Equipment Limits: [hands:2, independent: ∞ , shared:1]
Type: [infantry, walks]
Replaces: Nothing

Assault: [2, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d6-2
Assault Deflection: [0, 0, 0, 0] Die: 6+
template.ability.reroll_{assault} : 6
Cunningassault[1for3]

Model Special

Ork Musket

Range: 3 Angle [True, True, False, False]: AP: 2: damage:d6-1

movement

slow [Chase, -, -]
slow [-, -, Chase]
slow [360°, F, 360°]
slow [360°, 360°, 360°]
slow [360° + B + -]

still [360°, -, -]
still [360°, A, F]
default slow

fire

still [Load, -]
still [-, Load]
still [Fire, -]
still [-, Fire]
still [Aim, -]
still [-, Aim]

Damage Tables

regular

1-5: Kill 1 model
6-8: Kill 1 Model, d6 Psychic damage
9: Destroy unit base

psychic

4+: Unit Shaken