

1 Ork Infantry

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

Ork Infantry

Equipment: 1 x Clockwork Shield, 1 x Ork Pistol
Type: [infantry, walks]

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

Clockwork Shield

Unit base gains damage resistance 1

Ork Pistol

Range: 3 Angle [True, True, False, False]: AP: 2: damage:d6-1
1 handed weapon. Infantry may combine pistol with another 1-handed weapon.
If combined with another pistol, you may load and fire both pistol simultaneously

Damage Tables

regular

1-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

psychic

4+: Unit Shaken