1   Grunt

Name	Grunt
Size	medium
Type	Bio, Grunt, Walks
Cost	2mp
Models	4
Armor	
Available Model Items	2 hands, unlimited independent equipment
Available Unit Items	1 Unit Base weapon

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

Any 6 on assult die roll (not assault deflection) count as two success and you get to reroll 3 dice (assault or assault deflection) per 6. Each die may be rerolled a maximum of one time (for each wave of rerolls). A new wave of rerolls starts when you get atleast one 6 in the reolled assault dice.
Cunning assault[1 for 3]

Unit Special
Forward Position[2], Cannot use ranged weapons

Movement orders
(slow) - + - + Chase
(slow) Chase + - + -

Damage Tables

Regular damage
1-5: kill 1 model
6-8: kill 1 model, roll on psychic damage[d6]
9+: destroy unit base

Psychic damage
4+: unit base shaken

2 BioEngineered Ork

Name	BioEngineered Ork
Size	Medium
Type	Bio, Infantry, Walks
Cost	4mp, 2xp, 1cp
Models	4
Armor	
Available Model Items	4 hands, unlimited independent equipment
Available Unit Items	1 Unit Base Weapon

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

Any 6 on assult die roll (not assault deflection) count as two success and you get to reroll 3 dice (assault or assault deflection) per 6. Each die may be rerolled a maximum of one time (for each wave of rerolls). A new wave of rerolls starts when you get atleast one 6 in the reolled assault dice.

Unit Special
Take Cover[still][-2], May use multiple ranged weapons without any penalties
Poison Resistance 1, Fire Resistance 1, Immunity to Acid

Ork Musket

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

Ork Musket

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

Fire Orders
(still) - + Fire
(still) Fire + -
(still) - + Load
(still) Load + -
(all) - + Aim
(still) Aim + -

Movement Orders

(slow) 360^0 + F + 360^0
(slow) 360^0 + 360^0 + 360^0
(slow) 360^0 + B + -
(still) 360^0 + - + -
(still) 360^0 + A + F
(slow) - + - + chase

Damage Tables

Regular Damage

1: Bleed[4]
2-5: Kill 1 model
6-8: Kill 1 Model, d6 Psychic damage
9: Destroy unit base

Psychic Damage

5+: Unit Shaken

3   Warg Rider

Name	Warg Rider
Size	medium
Type	Bio, Cavalry, Elite, Walks
Cost	2mp, 4xp
Models	2
Armor	
Available Model Items	1 hands, unlimited independent equipment
Available Unit Items	

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

Any 6 on assult die roll (not assault deflection) count as two success and you get to reroll 3 dice (assault or assault deflection) per 6. Each die may be rerolled a maximum of one time (for each wave of rerolls). A new wave of rerolls starts when you get atleast one 6 in the reolled assault dice.

cunning assault[1 for 4]

Unit Special

Fire orders only available if given ranged weapons

Movement orders

(fast): 360^0 + F + F
(fast): F + 360^0 + F
(fast): F + F + 360^0
(fast): F + B + 360^0
(fast): - + - + chase
(slow): 360^0 + 360^0 + 360^0
(slow): 360^0 + F + 360^0
(slow): - + - + chase
(slow): 360^0 + A + F

Fire Orders

Load + -
fire + -
- + fire

Damage Tables

Psychic Damage

5+: unit shaken

Regular Damage
2-3: Bleeding[6]
4-6: Bleeding[6], +1 to future damage, psychic damage[d6]
7+: kill 1 model, psychic damage[d6]

4   Speedhead

Name	Speedhead
Size	Medium
Type	Mechanical, Bio Crew, Vehicle, Track
Cost	6ip
Models	1
Armor	8/7/7/7
Available Model Items	
Available Unit Items	

Assault: 8/6/4/4 Die: 6+ Armor Penetration: 3 Damage: d8
Assault Deflection: 2/1/-/- Die: 6+

Drive Past[4+]: Works as pre-assault retreat, except you may *retreat* in the hex directely ahead. Note that is can only be attempted if the hex directly ahead neither becomes overcrowded, is an illegal hex or contain enemies.

For each 6 you roll in regular assault, reroll up too 1 dice from initial assault die pool (assault or assault deflection), rerolling each die a maximum of 1 times (for each wave of rerolls, gaining a new wave for every wave you get a 6). A new wave of rerolls starts when you get atleast one 6 in the reolled dice.

When moving fast, unit gains Fear[6]

Unit Special

Flamethrower: may allways be fired in any shooting step as long as you still have ammo left. Do not need an order to do so

Fire and load both rear guns (Speed Cannon and Shriek) simultatniously, and track ammo simultaniously. All targets of both weapons must be within the same angle, but not neccesarily same target.

Flamethrower

Angle: */-/-/- Range: 1 Armor Penetration: 3 Damage d8 fire damage + d4 crew damage

Fire at all hexes possible simultaniously: Area(3+) at point blank range, Area(4+) in the hex at long range directly ahead, and Area(5+) for the two hexes which is on long range and on edge of firing arc.

Any target unit effected atleast once is set on FIRE. Fireresistance reduces base damage and crew damage from this weapon.

Limited Ammo: May be fired a maximum of 3 times.

Starts the game with all 3 ammo loaded

Speed Cannon

Angle: -/-/*/* Range: 2 Armor Penetration: 6 Damage d6+1
    Burst(5): Requires 5 ammo to be shot, but each time it is shot, it fires 5 times

Shriek

Angle: -/-/*/* Range: 2 Armor Penetration: 2 Damage d4-2+ d6 psychic damage
    Burst(5) Must have loaded 5 ammo to be fired, but each time it is fired, it's fired 5 times

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

Fire Orders
(all) Load + Load
(all) Load + Fire Burst(5)
(all) Fire Burst(5) + Load

Damage Tables

Regular Damage
1-4: Light damage[d6]
5-8: Critical Damage[d6], +1 on future damage
9+: unit destroied

Light Damage
1-4: +1 on future damage
5-6: Unit Shaken

Critical Damage
1-3: x3 light damage[d6]
4: Cannot rotate
5: -1 to hit, +1 to be hit (ranged and assault)
6: Unit set on fire

Crew Damage
4-5: Misfire[2-]
6-7: as -45, shaken
8-11: as 6-7, +3 to future crew damage
12: Unit destroied

5 Clockwork Monocular

Cost 1cp
Required Unit Base: Infantry
Type Infantry, indepenent equipment

Reroll 2 dice in ranged combat per natural 6 rolled for to-hit (regardless of wether that was a hit or not). Each die may be rerolled a maximum of one time (for each wave of rerolls). A new wave of rerolls starts when you get atleast one 6 in the reolled dice.

Orders Gained ["]
Orders Lost ["]

6 Clockwork Shield

Cost 2cp
Required Unit Base: Infantry or Grunt
Type Infantry, 1handed weapon

Assault Modification: unmodified Assault AP: Assault Damage: unmodified
Assault Deflection Modification: +1/-/-/-, Deflection die: 6+

Unit base gains damage resistance 1

Multipe shields: Damage resistance is NOT cumulative, but the assault deflection is. Thus, you may have two shield on same model if you wish. However the model is equiped with nothing but shields it gains -1/-1/-1/-1 penalty on assault values. (thus 2 shields is only sensable you have 4 arms)

Orders Gained ["]
Orders Lost ["]

7 Flame-covered-axe

Cost 2cp
Required Model: Elite Infantry or Elite Cavalry
Type Infantry, 1handed weapon

Assault Modification: unmodified Assault AP: Assault Damage: d6+1 + d4 crew damage
Assault Deflection Modification: -, Deflection die: n.a
Fire, Minor Acid[1 for 2], Poison[4][1 for 2]

Orders Gained ["]
Orders Lost ["]

8 Ork Pistol

Cost   1cp
Required   Unit Base: Infantry or Cavalry
Type   Infantry, 1handed weapon
    Angle: */*/*/* Range: 3 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 simultaniously,
but with an extra -1 to hit penalty.

Orders Gained [’(still) Load(2) + -’, ’(still) - + Load(2)’, ’(still, slow) fire
+ -’, ’(still, slow) - + fire’]
Orders Lost [”]