

# Chapter 1

## Units

## 1.1 HammerHead

Name HammerHead  
 Size Large  
 Models 1 x Hammerhead  
 Armor [13, 8, 7, 7]  
 Victory points 28

### Hammerhead

Equipment: 4 x Harpoon Gun

Type: [vehicle, mechanical, bio crew, tracks]

Assault: [12, 8, 8, 8] Die: 6+ Armor Penetration: 10 (from front), else 2  
 Damage: d8+3 (from front), else d8

Assault Deflection: [12, 2, 2, 2] Die: 6+

templates.ability.reroll assault:6

Assault deflection die may not be used to deflect attacks against you, but negate the enemies assault deflection dice instead

All 4 harpoon gun must fire at same ange-sector

### Harpoon Gun

Range: 5 Angle: [True, False, False, False]: AP: 2: Damage:d6-2

Unit base gets the option to fire ONE of this weapon instead of regular weapons.

If one unit-base of size large or smaller is hit by this weapon but not killed, move the target one hex towards you in agony 0 phase. Keep orientation of the unit. If there are multiple hexes which you can move the target to, you may choose where to move the enemy. However you cannot move the unit into an impassable hex, or overcrowded hex if possible. If this is not possible, the unit is shaken instead of moved. If the unit is flying, move the target to the ground instead. If this movement forces the target to move into a hex occupied by you, carry out an assault.

### Damage Tables

#### regular

1-4: Light damage[d6]

5-8: Critical Damage, +1 on all future damage

9+: unit destroyed

**light**

1-4: +1 on all future damage

5-6: unit shaken

**critical**

1-3: Light damage[d6], 3 times

4: Unit cannot rotate Left

5: Unit Cannot rotate Right

6: Harpoon guns destroyed.

**crew**

4-5: Jammed

6-7: as 5, shaken

8-11: as 6-7, +3 to future crew damage

12: Unit destroyed

## 1.2 BioEngineered Ork

Name BioEngineered Ork  
 Size medium  
 Models 1 x Elite BioEngineered Ork, 3 x BioEngineered Ork  
 Armor [0, 0, 0, 0]  
 Victory points 11  
 Take Cover[still][-2], May use multiple ranged weapons without any penalties  
 Poison Resistance 1, Fire Resistance 1, Immunity to Acid

### Elite BioEngineered Ork

Equipment: 1 x Clockwork Shield, 3 x Ork Pistol  
 Type: [bio, infantry, walks, elite]

Assault: [4, 3, 3, 3] Die: 6+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [2, 0, 0, 0] Die: 6+  
 template.ability.reroll assault:6  
 Cunning assault[1 for 2]

Good shot, +1 to hit

### 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  
 Can be loaded with up too 2 ammo

### BioEngineered Ork

Equipment: 1 x Clockwork Shield, 3 x Ork Pistol  
 Type: [bio, infantry, walks]

Assault: [3, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [2, 0, 0, 0] Die: 6+  
 templates.ability.reroll assault:6  
 Cunning assault[1 for 2]

### **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  
 Can be loaded with up too 2 ammo

### **Damage Tables**

#### **regular**

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

#### **psychic**

5+: Unit Shaken

### 1.3 BioEngineered Ork

Name BioEngineered Ork  
 Size medium  
 Models 1 x Elite BioEngineered Ork, 3 x BioEngineered Ork  
 Armor [0, 0, 0, 0]  
 Victory points 10  
 Take Cover[still][-2], May use multiple ranged weapons without any penalties  
 Poison Resistance 1, Fire Resistance 1, Immunity to Acid

#### Elite BioEngineered Ork

Equipment: 1 x Ork Musket, 1 x Assault Musket  
 Type: [bio, infantry, walks, elite]

Assault: [4, 3, 3, 3] Die: 6+ Armor Penetration: 2 Damage: d6-2  
 Assault Deflection: [1, 0, 0, 0] Die: 6+  
 template.ability.reroll assault:6  
 Cunning assault[1 for 2]

Good shot, +1 to hit

#### Ork Musket

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

#### Assault Musket

Range: 2 Angle: [True, True, True, True]: AP: 2: Damage:d6-2  
 May have up to 4 ammo stored. Enhanced Accurazy: unit gain +1 to hit (but only when firing this weapon)  
 If you have 4 ammo stored, you may spend all 4 ammo to use the 'heavy shot' setting when firing a shot. If you do gain range: 4, AP:3 and damage:d6-1 ps! It is nor recommended combining this with other ranged weapons as a ork pistol. However if you do, track ammo and loading actions etc. for the other gun and this weapon seperately

#### BioEngineered Ork

Equipment: 1 x Ork Musket, 1 x Assault Musket

Type: [bio, infantry, walks]

Assault: [3, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [1, 0, 0, 0] Die: 6+

templates.ability.reroll assault:6

Cunning assault[1 for 2]

### **Ork Musket**

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

### **Assault Musket**

Range: 2 Angle: [True, True, True, True]: AP: 2: Damage:d6-2

May have up to 4 ammo stored. Enhanced Accurazy: unit gain +1 to hit (but only when firing this weapon)

If you have 4 ammo stored, you may spend all 4 ammo to use the 'heavy shot' seting when firing a shot. If you do gain range: 4, AP:3 and damage:d6-1 ps! It is nor recommended combining this with other ranged weapons as a ork pistol. However if you do, track ammo and loading actions etc. for the other gun and this weapon seperately

### **Damage Tables**

#### **regular**

1: Bleed[4]

2-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

#### **psychic**

5+: Unit Shaken

## 1.4 BioEngineered Ork

Name	BioEngineered Ork
Size	medium
Models	4 x BioEngineered Ork
Armor	[0, 0, 0, 0]
Victory points	7

Take Cover[still][-2], May use multiple ranged weapons without any penalties

Poison Resistance 1, Fire Resistance 1, Immunity to Acid

### BioEngineered Ork

Equipment: 2 x Ork Musket

Type: [bio, infantry, walks]

Assault: [3, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d6-2

Assault Deflection: [1, 0, 0, 0] Die: 6+

templates.ability.reroll assault:6

Cunning assault[1 for 2]

### Ork Musket

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

### Damage Tables

#### regular

1: Bleed[4]

2-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

#### psychic

5+: Unit Shaken



## 1.5 Ork Infantry

Name Ork Infantry  
 Size medium  
 Models 4 x Ork Elite Infantry  
 Armor [0, 0, 0, 0]  
 Victory points 32  
 Take Cover[still][-2]  
 Bad Shot: -1 to hit with range weapons

### Ork Elite Infantry

Equipment: 1 x Clockwork Wings, 1 x Clockwork Shield, 1 x Flame-covered-axe

Type: [elite, infantry, walks]

Assault: [4, 2, 2, 2] Die: 6+ Armor Penetration: 2 Damage: d6  
 Assault Deflection: [2, 0, 0, 0] Die: 6+  
 template.ability.reroll assault:6  
 Cunning assault[1 for 3]

Not Yet dead: after this model in the unit base is killed, this model is not yet dead after all. This model becomes a new unit base and becomes an Champion with the same equipment as this model and orders available as the unit base this model is attached to . Champion does not retain any of the abilities from the unit base or the model, and has a seperate model and unit base entry. See Champion. In the case this model is not the last model to be eliminated, it may be the case that you get an extra unit base in the hex. If this causes overcrowding (more than 2 units in a hex), the champion may spawn in one of the neighboring hex which is furthest from an enemy unit

### Clockwork Wings

Flies for a short period of time.

### Clockwork Shield

Unit base gains damage resistance 1

**Flame-covered-axe****Damage Tables****regular**

1-5: Kill 1 model

6-8: Kill 1 Model, d6 Psychic damage

9: Destroy unit base

**psychic**

4+: Unit Shaken

## 1.6 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 Ork Musket  
 Type: [infantry, walks]

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  
 Cunning assault[1 for 3]

### Ork Musket

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

### Damage Tables

#### regular

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

#### psychic

4+: Unit Shaken

## 1.7 Champion

Name	Champion
Size	medium
Models	1 x Champion
Armor	[0, 0, 0, 0]
Victory points	0

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

### Champion

Equipment:

Type: [elite, infantry, walks]

Assault: [6, 3, 3, 3] Die: 6+ Armor Penetration: - Damage: d6  
 Assault Deflection: [2, 0, 0, 0] Die: 6+  
 template.ability.reroll assault:6  
 Cunning assault[1 for 2]

### Damage Tables

**regular**

2-3: Bleeding[4]

4+ : Killed