

Orks Uno

3 Boyz			
Berserk Infantry			
Attack	5+	Attack Value	3+
Move	6+	Defence Value	6+
Shoot	7+	Shoot Value	6+/12"
Courage	4+	Movement	8"
Armor	2	Strength Points	10

Special Rules

Counter-Charge

On 7+ move half towards attacker and count as attacking too.

Firefight

Can return fire.

Open Order

Move normally through rough terrain.

Ranger

Use the normal Attack/Defence/armor profile when fighting in rough terrain.

Wild Charge

Unit must attack if able.

5 More Boyz			
Berserk Infantry			
Attack	5+	Attack Value	3+
Move	6+	Defence Value	6+
Shoot	7+	Shoot Value	6+/12"
Courage	4+	Movement	8"
Armor	2	Strength Points	10

Special Rules

Counter-Charge

On 7+ move half towards attacker and count as attacking too.

Demolitions

During Attacks, armor of enemy vehicle units is halved.

Firefight

Can return fire.

Open Order

Move normally through rough terrain.

Ranger

Use the normal Attack/Defence/armor profile when fighting in rough terrain.

Wild Charge

Unit must attack if able.

3 Nobs

Heavy Infantry

Attack	6+	Attack Value	5+
Move	5+	Defence Value	5+
Shoot	6+	Shoot Value	6+/12"
Courage	4+	Movement	6"
Armor	3	Strength Points	5

Special Rules

Firefight

Can return fire.

Go To Ground

Go To Ground as a Move action. +1 armor vs shooting, defense value 5+.

7 Warboss

Elite Infantry

Attack	5+	Attack Value	4+
Move	5+	Defence Value	4+
Shoot	5+	Shoot Value	4+/12"
Courage	3+	Movement	8"
Armor	4	Strength Points	5

Special Rules

Back Into The Fray

Can make an ordered activation after rallying.

Brutal Leader

Unit on 6" re-roll courage, but loses 1 strength point.

Firefight

Can return fire.

High-Powered Blades

During Attacks, enemy armor -1.

Ranger

Use the normal Attack/Defence/armor profile when fighting in rough terrain.

2 Stormboyz			
Light Infantry			
Attack	6+	Attack Value	6+
Move	5+	Defence Value	5+
Shoot	6+	Shoot Value	6+/18"
Courage	5+	Movement	12"
Armor	2	Strength Points	5
Special Rules			
Firefight Can return fire.			
Go To Ground Go To Ground as a Move action. +1 armor vs shooting, defense value 5+.			
Skimmer Can ignore rough and impassable terrain.			

4 Deffkopta			
Fighting Vehicle			
Attack	6+	Attack Value	6+
Move	6+	Defence Value	5+
Shoot	6+	Shoot Value	4+/18"
Courage	3+	Movement	8"
Armor	5	Strength Points	5
Special Rules			
All-Terrain Move through terrain.			
Anti-Tank When Shooting, armor of enemy vehicle units is halved.			
Flying			
High-Powered Blades During Attacks, enemy armor -1.			
Unstable On a double on an activation roll, lose Strength Points equal to one of the dice.			
Vehicle			

Rules Summary

All-Terrain

This unit does not halve its movement in rough terrain.

Anti-Tank

When Shooting at enemy vehicle units (including when using the Firefight rule), count the target's armor as being half its usual value. This cannot be combined with the effects of armor-Piercing.

Back Into The Fray

If Elite Infantry ever fall back under fire, they are merely withdrawing to find a better position to try another assault. On the turn that a unit of Elite Infantry carries out a successful Rally action, it can

also take an ordered activation, which requires an activation test even if it would normally be a Free Action.

Brutal Leader

This unit, plus any other friendly units within 6", may re-roll failed Courage tests (including for Rallying), once per test. This effect only applies if the Brutal Leader's unit is not Suppressed (therefore this rule cannot be used to Rally the Brutal Leader's own unit). A unit re-rolling a test because of a Brutal Leader will automatically lose a Strength Point. This Strength Point loss is in addition to any caused by failed Courage tests and does not cause further Courage tests.

Counter-Charge

When an enemy infantry unit with a Maximum Movement equal to or less than this unit's Maximum Movement has successfully rolled to Attack this unit, but before it moves, this unit may test for a Counter-Charge. This is an Attack at 7+. If it succeeds, the unit charges half its Maximum Movement distance prior to the enemy unit's own charge into contact and both count as Attacking. If it fails, it stands in place for the enemy's charge and counts as Defending as normal. Counter-Charge may not be used if the unit is Suppressed.

Demolitions

During Attacks (whether Attacking or Defending), count the armor of enemy vehicle units as being half its usual value. This cannot be combined with the effects of High-Powered Blades.

Firefight

This unit may attempt a Firefight reaction against the first enemy unit that fires on it each turn.

Flying

A Flying unit may move over friends and enemies during its movement, but at the end of its move must adhere to the 1" proximity rule just like any other unit. Line of sight can be drawn to or from Flying units from anywhere on the tabletop, except where that passes through the roofs of buildings, forest canopies, or other forms of overhead cover; assume Flying units are positioned well above the table. Flying units can always draw line of sight to other Flying units. Flying units ignore all terrain for Moving and Attacking, and they never benefit from cover. Units targeted by a Flying unit will only benefit from cover if it is a building, woods, or some other overhead cover. Flying units cannot be Attacked by units that do not also possess the Flying xeno rule, but can be targeted by Shooting. When Retreating, a Flying unit moves its full Maximum Movement.

Go To Ground

This unit may Go To Ground as a Move action, instead of moving, which grants them +1 Armour against incoming Shooting, in addition to any benefits from cover. If subjected to an Attack while Gone To Ground, the unit's Defence Value is treated as 5+.

High-Powered Blades

During Attacks (whether Attacking or Defending), count the target's armor as being one point lower than usual.

Open Order

This unit does not halve its movement in rough terrain.

Ranger

This unit uses its normal Attack/Defence/armor profile when fighting in rough terrain.

Skimmer

When it moves, including during Retreats and Attacks, the unit can ignore rough and impassable terrain, gliding straight over it. The unit may not end its move in impassable terrain.

Unstable

If this unit rolls a double on an activation roll, including for 'out-of-sequence' activations like Wild Charge or Firefight tests, but excluding Rally tests, the order passes or fails as normal, but the unit loses a number of Strength Points equal to the result of one of the dice.

Vehicle

This unit is a vehicle and subject to all the relevant rules.

Wild Charge

If the unit is within Attack range of an enemy unit, you must test to activate an Attack; this is the only order the unit can be given. Wild Charge may not be used if the unit is Battered.

Campaign