

Orks Due

2 Boyz

Berserk Infantry

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

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.

2 More Boyz

Berserk Infantry

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

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.

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.

Commander

Grants a +1 modifier to all ordered activations and Courage tests taken within 12".

Fearsome

On attack: Enemy courage tests -1.

Firefight

Can return fire.

Ranger

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

5 Warbikes

Light Infantry

Attack	6+	Attack Value	6+
Move	5+	Defence Value	5+
Shoot	6+	Shoot Value	6+/18"
Courage	4+	Movement	12"
Armor	2	Strength Points	5

Special Rules

Armor-Piercing

When Shooting, enemy armor -1.

Firefight

Can return fire.

Go To Ground

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

Stabilised Weaponry

Can Move and Shoot as an ordered activation.

8 Killa can Fighting Vehicle

Attack	6+	Attack Value	4+
Move	6+	Defence Value	5+
Shoot	6+	Shoot Value	4+/18"
Courage	3+	Movement	6"
Armor	6	Strength Points	5

Special Rules

All-Terrain

Move through terrain.

Anti-Tank

When Shooting, armor of enemy vehicle units is halved.

Demolitions

During Attacks, armor of enemy vehicle units is halved.

High-Powered Blades

During Attacks, enemy armor -1.

Line-Breaker

Can move through linear obstacles.

Vehicle

Walker

Movement -2", Attack Value 4+. Storm defences.

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.

Armor-Piercing

When Shooting (including when using the Firefight rule), count the target's armor as being 1 point lower than usual.

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.

Commander

The Commander grants a +1 modifier to all ordered activations and Courage tests taken by units within 12" of its unit, including the Commander's own unit. These bonuses only apply if the Commander is not Suppressed.

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.

Fearsome

Courage tests caused as the result of an Attack (but not Shooting) by a Fearsome unit suffer an additional -1 to the total. Fearsome does not apply when the Fearsome unit is the Defender. Demonic, Mechanoid, and Undead units, and those with the Fearsome xeno rule themselves, are not frightened of Fearsome opponents.

Firefight

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

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+.

Rules Summary

All-Terrain

This unit does not halve its movement in rough terrain.

High-Powered Blades

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

Line-Breaker

This unit is not slowed by linear obstacles such as barricades, barbed wire, low walls, fences or trench parapets. In the case of obstacles that could plausibly be crushed beneath the vehicle, you can remove an appropriately sized stretch of the obstacle after the unit passes over it.

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.

Stabilised Weaponry

Infantry only. Units with Stabilised Weaponry can Move and Shoot as an ordered activation in the same way as vehicles.

Vehicle

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

Walker

This vehicle walks, by means bipedal, quadrupedal, or creepily crab-like. Its Maximum Movement is reduced by 2", but its Attack Value becomes 4+. Walkers are able to Storm defences if they win an Attack action, while buildings they Attack do not get to Defend.

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