

McDOrknallds [1] - 175pts

Ultra Boss Leader

⚔ Joined to 7. Klasse med damp

Quality 3+Defense 4+Tough 6

Bad Shot, Furious, Hero, Tough(6), Caster(2), Warning Cry

Weapon	RNG	ATK	AP	SPE
Carbine	18"	A2	-	-
Carbine-Mod	18"	A2	-	-
Ultra Axe	-	A4	1	Rending
Upgrade		SPE		
Shaman		Caster(2)		
Pet Attack Beast		Warning Cry		

7. Klasse med damp [10] - 170pts

Orc Mob

Quality 4+Defense 5+

Bad Shot, Furious

Weapon	RNG	ATK	AP	SPE
10x Carbines	18"	A2	-	-
10x CCWs	-	A1	-	-

Borker Kongen [1] - 165pts

Ultra Boss Leader

⚔ Joined to 8. Klasse for 3. Gang

Quality 3+Defense 4+Tough 6

Bad Shot, Furious, Hero, Tough(6), Caster(2)

Weapon	RNG	ATK	AP	SPE
Carbine	18"	A2	-	-
Carbine-Mod	18"	A2	-	-
Ultra Axe	-	A4	1	Rending
Upgrade		SPE		
Shaman		Caster(2)		

8. Klasse for 3. Gang [10] - 170pts

Orc Mob

Quality 4+Defense 5+

Bad Shot, Furious

Weapon	RNG	ATK	AP	SPE
10x Carbines	18"	A2	-	-
10x CCWs	-	A1	-	-

02 I snit [3] - 165pts

Ultra Bosses

Quality 3+Defense 4+Tough 3

Bad Shot, Furious, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Carbines	18"	A2	-	-
3x Rocket-Mods	18"	A1	2	Deadly(3), Limited
3x Ultra Clubs	-	A1	-	Blast(3)

### Special Rules

**AP:** Targets get -X to Defense rolls when blocking hits.

**Ambush:** May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9" away from enemy units. Players alternate in placing Ambush units, starting with the player that activates next. Units that deploy via Ambush can't seize or contest objectives on the round they deploy.

**Bad Shot:** This model shoots at Quality 5+.

**Blast:** Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is up to as many hits as models in the target unit.

**Caster:** Gets X spell tokens at the start of each round, but can't hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. Models within 18" in line of sight of the caster's unit may spend any number of spell tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

**Dead:** Remove the hero from your army sheet.

**Deadly:** Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don't carry over to other models if the original target is killed.

**Defense:** Gets +X to Defense rolls.

**Fear:** This model counts as having dealt +X wounds when checking who won melee.

**Furious:** When charging, unmodified rolls of 6 to hit in melee deal one extra hit (only the original hit counts as a 6 for special rules).

**Good Shot:** This model shoots at Quality 4+.

**Hero:** Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

**Ignores Regeneration:** This weapon ignores Regeneration.

**Limited:** May only be used once per game.

**Regeneration:** When taking a wound, roll one die. On a 5+ it is ignored.

**Rending:** Ignores Regeneration, and unmodified rolls of 6 to hit get AP(4).

**Repair:** Once per this model's activation, before attacking, if within 2" of a model with Tough, roll one die. On a 2+ you may remove D3 wounds from that model.

**Tough:** This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

**Warning Cry:** Enemy units using Ambush must be set up over 12" away from this model.

Det extra Chromosome [1] - 335pts

Orc Combat Walker

Quality 4+Defense 2+Tough 12

Fear(2), Furious, Tough(12)

Weapon	RNG	ATK	AP	SPE
Stomp	-	A4	1	-
4x Walker Claws	-	A2	4	-

Pedellen [1] - 60pts

Goblin Champ

⚔ Joined to Special klassen

Quality 6+Defense 6+Tough 3

Good Shot, Hero, Tough(3), Repair

Weapon	RNG	ATK	AP	SPE
Boss Pistol	12"	A2	-	-
CCW	-	A2	-	-
Upgrade		SPE		
Mechanic		Repair		

Special klassen [3] - 260pts

Goblin Walkers

Quality 5+Defense 3+Tough 3

Good Shot, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Mini-Claws	-	A3	3	-
3x Heavy Machineguns	30"	A3	1	-