

FUBAR IC - Orksis Army Beamstrike Sheet

Type	Train	Save	Main weapon	Aux weapons	Equipment	Skills	Cost
<i>ShiaKhan Drop Troops</i>	Vet	PA 3+	Multi Melta	Power Sword	Jet Packs	Leader	36
<i>Shia Khan Maligs –Ork Inf</i>	Reg	LA 4+	Heavy Bolter	Mono Sword			20
<i>Shia Khan Hvy Weapon Malig</i>	Reg	LA 4+	Heavy Bolter	Mono Sword			27
<i>Ork Battlelord</i>	Vet	PA 3+	Heavy Bolter	Mono Sword		Leader	44
<i>Ork Battlelord Battle Walker</i>	Hero	PA 3+	Battle Walker	Mecha Blade		Leader	160
<i>Ork Carver</i>	Reg	FI 5+	Carver Weapon X2			Swordsman	14
<i>Ork Boar-rider / Wolf-rider</i>	Reg	FI 5+	Bolt Pistol, Carver Weapon			Swordsman	22
<i>Ork Ogros</i>	Reg	PA 3+	Ogros Weapon X2			Swordsman	28
<i>Ork Trooper</i>	Reg	LA 4+	Bolter	Mono Sword	Grenades		16

Orkoid Vehicle	Save	Type	Move	Main Gun	Aux Weapons	Crew	Cost
Ork Battlewalker	+4	Med. Mech	Leg	50mm CPP, Smoke dispensers	Mecha Blade: Ignores all Armor Saves	1 Vet	112
Ork Battlebike	+6	-	Trike	FF Heavy Bolter		2	20
Ork Battlecart	+5	APC	Track	Heavy Bolter	Heavy Bolter, Smoke Dispenser	20	53
Ork Tank	+3	HT	Track	RS 100mm CPP, LS 100mm CPP	Heavy Bolter, Smoke Dispenser	4	160

Movement	Armor	Road	Open Ground	Cover	Diff. Ground	Fire & Move
Ork Battlewalker	Leg	8"	8"	6"	4"	No
Ork Battlebike	Fast Wheel	14"	10"	6"	None	Yes
Ork Battlecart	Track	8"	12"	8"	none	No
Ork Tank	Track	8"	12"	8"	none	No
Ork Boar-Rider or Wolf-rider	FI	12"	12"	8"	4"	No

- Orks are tough and have a +3 save in Melee.
- Orks love to brawl and all units with 8" will always move in to Assault instead of shooting

IC Melee Weapons

Mono Sword: No Additional Effect

Power Sword: Ignores Infantry Armor Saves

Mecha Blade: Ignores all Armor Saves

Weapon	Range	Fire Pts
50mm CPP	24"	4FP
Bolt Pistol*	8"	2FP
Bolter*	32"	2FP
Heavy Bolter*	32"	4FP
Grenades, thrown	8"	3FP
Multi Melta**	16"	5FP
100mm CPP	48"	5FP

*Effects all Infantry and Vehicle armor saves of 5+

** Ignores all armor saves