

Squad data card			
Type:	ORC Marine Squad		
Full strength:	8	Armour:	Combat power suit (d10)
Mobility:	Normal (d6)	Sensors:	Enhanced (d8)
Small arms type	Firepower:	Impact:	
Advanced assault rifle with GL	3	d10	
Support weapons	Firepower:	Impact:	
Machine gun (SAW)	d8	d10	
Infantry plasma gun	d6	d12 (doubled for Major hits)	
Grenade launchers	d12	d8 (doubled for Major hits)	
Attached specialist:	Combat medic		
Notes and other equipment:	1 NCO, 1 medic, 1 SAW gunner, 1 plasma gunner, 1 grenadier, 3 marines Grenadier and Plasma gunner are optional and might be replaced by marines Medics: +1 bonus for treating casualties when performing a Reorganise action		

Squad data card			
Type:	ORC Assault Squad		
Full strength:	8	Armour:	Combat power suit (d10)
Mobility:	Normal (d6)	Sensors:	Enhanced (d8)
Small arms type	Firepower:	Impact:	
Advanced assault rifle with GL	3	d10	
Support weapons	Firepower:	Impact:	
Machine gun (SAW)	d8	d10	
Flamethrower	N/A	d8, Close assault only, Terror Effect	
Infantry plasma gun	d6	d12 (doubled for Major hits)	
Attached specialist:	Combat medic		
Notes and other equipment:	1 NCO, 1 medic, 1 SAW gunner, 1 flamer, 1 plasma gunner, 3 marines Medics: +1 bonus for treating casualties when performing a Reorganise action		

Squad data card			
Type:	ORC Command Squad		
Full strength:	4	Armour:	Combat power suit (d10)
Mobility:	Normal (d6)	Sensors:	Enhanced (d8)
Small arms type	Firepower:	Impact:	
Advanced assault rifle with GL	3	d10	
Support weapons	Firepower:	Impact:	
Machine gun (SAW)	d8	d10	
Attached specialist:	Combat medic, Lieutenant		
Notes and other equipment:	1 Lieutenant, 1 medic, 1 SAW gunner, 1 marine Medics: +1 bonus for treating casualties when performing a Reorganise action		

Squad data card			
Type:	ORC Marine Squad with Sniper Element		
Full strength:	8	Armour:	Combat power suit (d10)
Mobility:	Normal (d6)	Sensors:	Enhanced (d8)
Small arms type	Firepower:	Impact:	
Advanced assault rifle with GL	3	d10	
Support weapons	Firepower:	Impact:	
Machine gun (SAW)	d8	d10	
Heavy railgun sniper rifle	d12	d8	
Attached specialist:			
Combat medic, Sniper (p26)			
Notes and other equipment:			
1 NCO, 1 medic, 1 SAW gunner, 2 snipers, 3 marines			
Medics: +1 bonus for treating casualties when performing a Reorganise action			

Squad data card			
Type:	ORC Anti-tank Squad		
Full strength:	8	Armour:	Combat power suit (d10)
Mobility:	Normal (d6)	Sensors:	Enhanced (d8)
Small arms type	Firepower:	Impact:	
Advanced assault rifle with GL	3	d10	
Support weapons	Firepower:	Impact:	
Infantry Rocket (IAVR)	d10	d12 (doubled for Major hits)	
Attached specialist:			
Combat medic			
Notes and other equipment:			
1 NCO, 1 medic, 2 marines, 4 missile launchers			
Medics: +1 bonus for treating casualties when performing a Reorganise action			

Squad data card			
Type:	ORC Artillery Observer Element		
Full strength:	4	Armour:	Combat power suit (d10)
Mobility:	Normal (d6)	Sensors:	Enhanced (d8)
Small arms type	Firepower:	Impact:	
Advanced assault rifle with GL	3	d10	
Support weapons	Firepower:	Impact:	
Machine gun (SAW)	d8	d10	
Attached specialist:			
Combat medic			
Notes and other equipment:			
1 NCO, 1 medic, 1 SAW gunner, 1 marine			
Medics: +1 bonus for treating casualties when performing a Reorganise action			