



ENHANCEMENTS (4)

Da Boss Is Watchin'

25 pts

ORKS model only. (Once per battle, per army) In your Movement phase, you can use this ability. If you do, this unit is riled up until the start of your next turn.

Headwoppa's Killchoppa

15 pts

ORKS model only. If this unit made a charge move this turn, this model's melee attacks have +1 AP.

Kunnin' But Brutal

20 pts

ORKS model only. When this unit is selected to make a fall-back move, that fall-back move does not prevent this unit from being eligible to shoot/declare a charge.

Follow Me Ladz

20 pts

ORKS model only. This unit has +2" M.

DETACHMENT RULE

Friendly ORKS units' melee attacks have [SUSTAINED HITS 1].

STRATAGEMS (6/6)

1 CP

WAR HORDE STRATAGEM

MOVEMENT

FUNGUS-FUEL INJECTION

When: Your Movement phase, when a friendly Orks mounted/vehicle unit is selected to move.

Target: That ORKS MOUNTED/VEHICLE unit.

Effect: Your unit has +2" M.

1 CP

WAR HORDE STRATAGEM

SHOOTING

CLOSE-RANGE DAKKA

When: Your Shooting phase, when a friendly ORKS unit is selected to shoot.

Target: That ORKS unit.

Effect: Your unit's ranged attacks have: [Rapid Fire 1]. Or: If that attack already has [RAPID FIRE], +1 to the value of that [RAPID FIRE] (e.g. [RAPID FIRE 1] becomes [RAPID FIRE 2]).

1 CP WAR HORDE STRATAGEM CHARGE

MOW 'EM DOWN

When: Fight phase, when a friendly Orks Vehicle unit (excluding Walker units) that made a charge move this turn is selected to fight.

Target: That ORKS VEHICLE unit.

Effect: Your unit's melee attacks have: [Cleave 1]. Or: If that attack already has [CLEAVE], +1 to the value of that [CLEAVE] (e.g. [CLEAVE 1] becomes [CLEAVE 2]).

1 CP WAR HORDE STRATAGEM FIGHT

HIT 'EM HARDER

When: Fight phase, when a friendly ORKS unit is selected to fight.

Target: That ORKS unit.

Effect: Your unit's melee attacks have [Lethal Hits].

1 CP WAR HORDE STRATAGEM FIGHT

ORKS IS NEVER BEATEN

When: Fight phase, when an enemy unit targets a friendly ORKS unit (excluding Titanic units).

Target: That ORKS unit.

Effect: When a model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6, with +1 to that roll if your unit is riled up: On a 4+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

1 CP WAR HORDE STRATAGEM ANY

BREAKIN' HEADS

When: Any phase, when a friendly attached Orks Infantry unit becomes battle-shocked.

Target: That ORKS INFANTRY unit. You can target that unit with this stratagem even though it is battle-shocked.

Effect: Roll one D3: Your unit suffers a number of mortal wounds equal to the result. Your unit is no longer battle-shocked.