

ORKS

GHAZGHKULL

THRAKA

Da Boss

Waaagh!

M8" T10 SV2+ W16 LD6+ OC4 RW4+

290 PTS

Base 80mm, Makari: 25mm



1KOMMANDO

2BEWEGUNG

Makari, Hoist Dat Banner! (Once per battle, per army)

In your Movement phase, you can select a number of friendly ORKS units equal to or less than the current battle round number. Those units are riled up until the start of your next turn.

Place one Makari token next to the unit, removing it after this ability is used.

3BESCHUSS

► Mork's Roar - Aimed

LETHAL HITS: NON-MONSTER/VEHICLE

RAPID FIRE 4

R	A	BS	S	AP	D
36"	12	5+	6	-1	1

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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► Mork's Roar - Point Blank

CLOSE-QUARTERS TORRENT

R	A	BS	S	AP	D
9"	2D6+2	-	6	-1	1

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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4ANGRIFF

5NAHKAMPF

Adamantine 'Eadbutt

DEVASTATING WOUNDS EXTRA ATTACKS

PRECISION

R	A	WS	S	AP	D
Melee	1	2+	14	-2	D3+3

VERWUNDET

2+ T1-7	3+ T8-13	4+ T14	5+ T15-27	6+ T28+
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Gork's Klaw CLEAVE 2

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	7	2+	14	-3	4

VERWUNDET

2+ T1-7	3+ T8-13	4+ T14	5+ T15-27	6+ T28+
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Prophet of Da Great Waaagh! (Aura)

While a friendly ORKS unit is within 6" of this unit, that unit's melee attacks have:

- +1 to hit rolls.

- +1 to wound rolls.

VERTEIDIGUNG

IMMER / EINMALIG

Da Grand Warlord's Ladz

While this unit is within 3" of another friendly ORKS INFANTRY unit, this unit has Lone Operative.

Supreme Commander

If this model is in your army, it must be your WARLORD.

GEGEN DIESE EINHEIT

W10 · RW 2+ · 4++ · 16 LP je Modell

WIRD VERWUNDET MIT

2+ S20+	3+ S11-19	4+ S10	5+ S6-9	6+ S1-5
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RETTUNGSWURF JE DS

DS 0 2+	DS -1 3+	DS -2 4+	DS -3 4++	DS -4 4++
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REGELN & KEYWORDS KURZ

Da Boss At the start of the battle round, if a model with this ability is your WARLORD, gain 1CP.

Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.

AUFSTELLUNG

1x Ghazghkull Thraka

Ausrüstung: ► Mork's Roar - Aimed, ► Mork's Roar - Point Blank, Adamantine 'Eadbutt, Gork's Klaw