ORKS

WARPHEAD [CRUCIBLE]

Leader | Crucible | Deadly Demise D3 | Deep Strike | Waaagh!

M	T	SV	W	LD	OC
6"	5	5+	4	7+	1

65 PTS
Base —

3 BESCHUSS

Big shoota — RAPID FIRE 2

R	A	BS	S	AP	D
36"	3	5+	5	0	1

Burna — IGNORES COVER, TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

Eyez of Mork — PSYCHIC

R	A	BS	S	AP	D
18"	D6	5+	8	-3	2

Grot Blasta — CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	4+	3	0	1

Kombi-weapon — ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	5+	4	0	1

Kustom Shoota — LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2

R	A	BS	S	AP	D
18"	4	5+	4	0	1

Kustom mega-blasta — HAZARDOUS

R	A	BS	S	AP	D
24"	3	5+	9	-2	D6

Kustom mega-slugga — BLAST, HAZARDOUS

R	A	BS	S	AP	D
12"	D3	5+	8	-2	D6

Rokkit launcha — BLAST

R	A	BS	S	AP	D
24"	D3	5+	9	-2	3

Rokkit pistol — PISTOL

R	A	BS	S	AP	D
12"	1	5+	9	-2	3

Saddlegit weapons — ASSAULT

R	A	BS	S	AP	D
9"	1	4+	3	0	1

Shokk attack gun — BLAST, HEAVY

R	A	BS	S	AP	D
60"	D6+1	5+	9	-4	D6

Shoota — RAPID FIRE 1

R	A	BS	S	AP	D
18"	2	5+	4	0	1

Slugga — CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	5+	4	0	1

Snazzgun — HEAVY, SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	3	5+	6	-1	2

Traktor blasta — ANTI-FLY 3+, DEVASTATING WOUNDS

R	A	BS	S	AP	D
36"	1	5+	10	-2	D6+1

Twin dakkagun — ASSAULT, RAPID FIRE 2, TWIN-LINKED

R	A	BS	S	AP	D
18"	3	5+	5	0	1

'Eadbanger — PRECISION, PSYCHIC

R	A	BS	S	AP	D
24"	1	4+	6	-3	1

Kustom Force Field

Hordeboss only. While the bearer is leading a unit, models in that unit have a 4+ invulnerable save against ranged attacks.

Thunderous Dakkastorm

In your Shooting phase, after this model has shot, select on enemy unit hit by one or more of those attacks; that unit must take a Battle-shock test.

5 NAHKAMPF

Attack Squig — EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	2	4+	4	0	1

Beast Snagga klaw — ANTI-MONSTER 4+, ANTI-VEHICLE 4+

R	A	WS	S	AP	D
Melee	4	3+	9	-2	2

Beastchoppa — ANTI-MONSTER 4+, ANTI-VEHICLE 4+

R	A	WS	S	AP	D
Melee	6	2+	6	-1	2

Big choppa

R	A	WS	S	AP	D
Melee	5	2+	7	-1	2

Choppa

R	A	WS	S	AP	D
Melee	5	3+	4	-1	1

Close combat weapon

R	A	WS	S	AP	D
Melee	4	3+	4	0	1

Cuttin' flames

R	A	WS	S	AP	D
Melee	3	3+	4	-2	1

Drilla

R	A	WS	S	AP	D
Melee	2	3+	12	-3	3

Killsaw

R	A	WS	S	AP	D
Melee	3	3+	12	-3	2

Knucklebustas — ANTI-MONSTER 4+, ANTI-VEHICLE 4+, TWIN-LINKED

R	A	WS	S	AP	D
Melee	5	2+	5	-1	1

Power klaw

R	A	WS	S	AP	D
Melee	4	3+	9	-2	2

Power snappa

R	A	WS	S	AP	D
Melee	5	2+	7	-1	2

Smash hammer — ANTI-MONSTER 4+, ANTI-VEHICLE 4+

R	A	WS	S	AP	D
Melee	3	3+	6	-2	3

Squig jaws — EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	3	4+	6	-1	2

Tankhammer — ANTI-MONSTER 4+, ANTI-VEHICLE 4+, DEVASTATING WOUNDS, HAZARDOUS

R	A	WS	S	AP	D
Melee	3	3+	6	-2	3

Weirdboy staff — PSYCHIC

R	A	WS	S	AP	D
Melee	3	3+	8	-1	D3

'Uge choppa

R	A	WS	S	AP	D
Melee	4	2+	12	-2	2

'Urty syringe — ANTI-INFANTRY 4+, DEVASTATING WOUNDS: INFANTRY, EXTRA ATTACKS, PRECISION

R	A	WS	S	AP	D
Melee	1	3+	2	0	D6

Might is Right

Hordeboss only. While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

Visions of Violence (psychic level 1) (Psychic Abilities)

At the start of the Fight phase, if this unit is not battle-shocked, you can make a psychic roll for this unit by rolling one D6. If you do:

- On a 1, this unit is battle-shocked.
- This unit has Fights First.

GEGEN DIESE EINHEIT

W5 · RW 5+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
5+	6+	–	–	–

KEYWORDS Character, Infantry, Crucible, Psyker, Warphead · **FRAKTION** Orks

1 KOMMANDO

Roar of Mork (Psychic)
Warphead only. In your opponent's Command phase, you can select one enemy unit within 18" of and visible to this Psyker and roll one D6: on a 1, this unit suffers D3 mortal wounds; on a 2+, until the start of your opponent's next Command phase, that enemy unit is confrazzled. While a unit is confrazzled, each time a Battle-shock or Leadership test is taken for it, subtract 2 from that test.

2 BEWEGUNG

Rokkit Pack
Hordeboss only. Change this model's Move characteristic to 12", add the Jump Pack and Fly keywords, and it gains the Deep Strike ability. Replace the list of units this model can be attached to: Stormboyz

Roar of Mork (psychic level 1) (Psychic Abilities)
In your Movement phase, if this unit is not battle-shocked, you can make a psychic roll for this unit by rolling one D6. If you do:
- On a 1, this unit is battle-shocked.
- Select one enemy unit (excluding MONSTER/ VEHICLE units) within 12" of this unit. That enemy unit makes a battle-shock roll, with -1 from that battle-shock roll for every 10 models in this unit.

4 ANGRIFF

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VERTEIDIGUNG

Dok's Toolz
Hordeboss or Upstart Gretchin only. While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

∞ IMMER / EINMALIG

Channellin' da Waaagh!
Each time this model attacks with a Psychic weapon, until the end of the phase, improve the Attacks, Strength and Damage characteristics of that weapon by 1 for every 5 models in this unit. While this unit contains 10 or more models, those weapons have the [HAZARDOUS] ability.

Malicious Opportunist
Upstart Gretchin only. While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll and add 1 to the Wound roll.

Smasha Squig
Hordeboss or Warphead only. Change this model's Move characteristic to 10", its Toughness characteristic to 7, its Save characteristic to 4+, its Wounds characteristic to 6, and it is equipped with 1 squig jaws in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mounted and Beast Snagga keywords, and replace the list of units this model can be attached to: Squighog Boyz.

Top-tier Gubbinz
Hordeboss only. Add the Mek keyword. Replace the list of units this model can be attached to: Burna Boyz, Flash Gitz, Kommandos, Lootaz, Mek Gunz, Tankbustas.

Warbike
Hordeboss or Warphead only. Change this model's Move characteristic to 12", its Toughness and Wounds characteristic to 6, its Save characteristic to 4+, and it is equipped with 1 twin dakkagun in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mountedkeyword, and replace the list of units this model can be attached to: Warbikers.

REGELN & KEYWORDS KURZ

Crucible A Character created using Crucible rules has the Crucible ability.
Deadly Demise D3 This ability always takes the form Deadly Demise X.
Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo…
Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.
Waaagh! Friendly ORKS with this ability can: - Re-roll advance rolls.
ANTI This ability always takes the form [ANTI-X Y+].
DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of…
EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.
HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to…
TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Warphead [Crucible]

Ausrüstung: Big shoota, Burna, Eyez of Mork, Grot Blasta, Kombi-weapon, Kustom Shoota, Kustom mega-blasta, Kustom mega-slugga, Rokkit launcha, Rokkit pistol, Saddlegit weapons, Shokk attack gun, Shoota, Slugga, Snazzgun, Traktor blasta, Twin dakkagun, 'Eadbanger, Attack Squig, Beast Snagga klaw, Beastchoppa, Big choppa, Choppa, Close combat weapon, Cuttin' flames, Drilla, Killsaw, Knucklebustas, Power klaw, Power snappa, Smash hammer, Squig jaws, Tankhammer, Weirdboy staff, 'Uge choppa, 'Urty syringe
▪ This model can be equipped with one of: Traktor blasta, 'Eadbanger, Shoota, Snazzgun, Saddlegit weapons, Kombi-weapon, Burna, Big shoota, Rokkit launcha, Eyez of Mork, Kustom mega-blasta, Kustom mega-slugga, Kustom Shoota, Shokk attack gun.
▪ This model can be equipped with up to 2 of: Rokkit pistol, Slugga, Grot Blasta.
▪ This model can be equipped with 1x Power klaw.
▪ This model can be equipped with 1x Attack squig.
▪ This model can be equipped with 1x 'Urty syringe.

Anführer
This model can be attached to the following units:
- Boyz
- Nobz
- Gretchin