ORKS

UPSTART GRETCHIN [CRUCIBLE]

40 PTS

M	T	SV	W	LD	OC
6"	2	7+	3	8+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Burna IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Eyez of Mork PSYCHIC	18"	D6	5+	8	-3	2
Grot Blasta CLOSE-QUARTERS	12"	1	4+	3	0	1
Kombi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	5+	4	0	1
Kustom Shoota LETHAL HITS: NON-MONSTER/VEHICLE RAPID FIRE 2	18"	4	5+	4	0	1
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Kustom mega-slugga BLAST HAZARDOUS	12"	D3	5+	8	-2	D6
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Rokkit pistol PISTOL	12"	1	5+	9	-2	3
Saddlegit weapons ASSAULT	9"	1	4+	3	0	1
Shokk attack gun BLAST HEAVY	60"	D6+1	5+	9	-4	D6
Shoota RAPID FIRE 1	18"	2	5+	4	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1
Snazzgun HEAVY SUSTAINED HITS 1	24"	3	5+	6	-1	2
Traktor blasta ANTI-FLY 3+ DEVASTATING WOUNDS	36"	1	5+	10	-2	D6+1
Twin dakkagun ASSAULT RAPID FIRE 2 TWIN-LINKED	18"	3	5+	5	0	1
'Eadbanger PRECISION PSYCHIC	24"	1	4+	6	-3	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Attack Squig EXTRA ATTACKS	Melee	2	4+	4	0	1
Beast Snagga klaw ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	4	3+	9	-2	2
Beastchoppa ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	6	2+	6	-1	2

KEYWORDS: Character, Infantry, Crucible, Grenades, Grots, Upstart Gretchin

Big choppa	Melee	5	2+	7	-1	2
Choppa	Melee	5	3+	4	-1	1
Close combat weapon	Melee	4	3+	4	0	1
Cuttin' flames	Melee	3	3+	4	-2	1
Drilla	Melee	2	3+	12	-3	3
Killsaw	Melee	3	3+	12	-3	2
Knucklebustas ANTI-MONSTER 4+ ANTI-VEHICLE 4+ TWIN-LINKED	Melee	5	2+	5	-1	1
Power klaw	Melee	4	3+	9	-2	2
Power snappa	Melee	5	2+	7	-1	2
Smash hammer ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	3	3+	6	-2	3
Squig jaws EXTRA ATTACKS	Melee	3	4+	6	-1	2
Tankhammer ANTI-MONSTER 4+ ANTI-VEHICLE 4+ DEVASTATING WOUNDS HAZARDOUS	Melee	3	3+	6	-2	3
Weirdboy staff PSYCHIC	Melee	3	3+	8	-1	D3
'Uge choppa	Melee	4	2+	12	-2	2
'Urty syringe ANTI-INFANTRY 4+ DEVASTATING WOUNDS: INFANTRY EXTRA ATTACKS PRECISION	Melee	1	3+	2	0	D6

AUFSTELLUNG

1x Upstart Gretchin [Crucible]

Equipped with: 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

Wargear Options:

- 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.

ABILITIES

CORE - Leader

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.

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

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.

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.

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.

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

Skulkin' Grot
While this model is leading a unit, models in that unit have the Infiltrators and Stealth abilities.

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.

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.

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.

Leader
This model can be attached to the following units:
- Gretchin

WEAPON RULES

ANTI
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

TWIN-LINKED
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

◈ Crucible

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

◈ 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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◈ 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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◈ Waaagh!

Friendly ORKS with this ability can:

- Re-roll advance rolls.
- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.