CODEX

ORKS

classic2

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FRAKTIONSREGELN

DA BOSS

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

UNSTABLE ENERGIES

ORKS PSYKER units with this ability have a psyker level of 1 or higher, specified in that unit's abilities. Each psychic ability has a psychic level of 1 or higher, specified in that ability's name.

In a battle round, a friendly ORKS PSYKER unit can use a number of psychic abilities whose total psychic level does not exceed that PSYKER unit's psyker level.

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.

FRAKTIONSKRAM

DAMAGED: 1-5 WOUNDS REMAINING

ABILITIES

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

DAMAGED: 1-4 WOUNDS REMAINING

ABILITIES

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

DAMAGED: 1-7 WOUNDS REMAINING

ABILITIES

While this model has 1-7 wounds remaining, subtract 4 from this model’s Objective Control characteristic, and each time this model makes an attack, subtract 1 from the Hit roll.

SPEED FREEKS

ABILITIES

If a model from your army with the Leader ability can be attached to a Warbikers unit, it can be attached to this unit instead.

BOMB SQUIGS

ABILITIES

Once per battle, for each bomb squig this unit has, after this unit ends a Normal move, you can use one Bomb Squig. If you do, select one enemy unit within 12" and visible to this unit and roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds.

BIG GUNZ

UNIT

name: M

$text: 3"

typeId: e703-ecb6-5ce7-aec1

ORKS · DETACHMENTS

UEBERSICHT

Blitz Brigade

Targetin' Gizmos, Boss Boomer

Brute Bosses

Brutal But Kunnin', Surly As A Squiggoth, Da Gobshot Thunderbuss, Blitzboss, Proper Killy, Morgog's Finkin' Cap

Bully Boyz

Tellyporta Boss, Wimp-kickaz

Da Big Hunt

It Came From Da Drops, Glory Hog

Dread Mob

Cybork Boosta, Dreadherder

Flyboyz

Impulsive Recon, Flyboss

Green Tide

Ferocious Show-off, 'Ardboyz

Kaptin Killers

Tellyporta, Gnasher Squig Crates

Kult of Speed

Competitive Streak, Smoky Gubbinz

Madcap Meks

Mekwaaagh! Mastermind, Enhanced Runt-maw, Temperamental Shokka

Ramship Raiders

Living Battering Ram, Scarred Brute

Runt Swarm

Minefield Detail, Extra Sneaky

Shoota Boyz

Supa-glowy Fing, Targetin' Squigs

Taktikal Brigade

Kill Kommanda, Throat-slittas

War Horde

Da Boss Is Watchin', Headwoppa’s Killchoppa, Kunnin’ But Brutal, Follow Me Ladz

Wreckas

Kaptin's Hat, Supa-snazz Dakka

Wurrband

Warphead, Da Krunch, 'Eadbanger

ORKS · DETACHMENT

BLITZ BRIGADE

1 DP · TAKE AND HOLD

ENHANCEMENTS

Targetin' Gizmos — 25 pts

WAGON unit only. While a BIG MEK model is embarked within this unit:

- This unit's ranged attacks have [IGNORES COVER].

- If this unit is riled up, this unit's ranged attacks have [SUSTAINED HITS 1].

Boss Boomer — 10 pts

WAGON unit only. While a WARBOSS model is embarked within this unit, this unit has that WARBOSS model's Intimidating Motivation/Keep Huntin' ability.

DETACHMENT-REGEL

- Friendly WAGON units can re-roll charge rolls.

- When a friendly WAGON unit is selected to make an advance move, that unit can change advance rolls to a 6.

STRATAGEMS

1 CP — BLITZ BRIGADE STRATAGEM · WAHAPEDIA — MOVEMENT

READIED BRAWLERS

When: Your Movement phase, when a friendly Wagon unit ends a normal move.
Target: That WAGON unit.
Effect: Units embarked within your unit can make an assault disembark move.

1 CP — BLITZ BRIGADE STRATAGEM · WAHAPEDIA — CHARGE

IMPENDING KRUNCH

When: Your Charge phase, when a friendly Wagon unit ends a charge move.
Target: That WAGON unit.
Effect: Each enemy unit engaged with your unit makes a battle-shock roll, with -1 to that battle-shock roll.

1 CP — BLITZ BRIGADE STRATAGEM · WAHAPEDIA — FIGHT

KEEP IT RUNNIN'

When: End of the Fight phase.
Target: One friendly unengaged Orks Infantry unit that was eligible to fight this phase and is wholly within 6" of a friendly Transport unit that INFANTRY unit is able to embark within.
Effect: Your INFANTRY unit embarks within that TRANSPORT unit.

ORKS · DETACHMENT

BRUTE BOSSES

1 DP · PURGE THE FOE

ENHANCEMENTS

Brutal But Kunnin' — **30 pts**

WARBOSS model only. This model's melee attacks have +1 D.

Surly As A Squiggoth — **25 pts**

INFANTRY WARBOSS model only. (Once per battle, per army) At the end of phase in which this model is destroyed, roll one D6:

- On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed, unengaged, with 3 wounds remaining.

Da Gobshot Thunderbuss — **20 pts**

—

Blitzboss — **20 pts**

WARBOSS model only. A TRANSPORT unit (excluding WALKER units) this unit is embarked within has:

- +2" M.

- 5+ InSv.

Proper Killy — **15 pts**

WARBOSS model only. This model can re-roll hit rolls of 1.

Morgog's Finkin' Cap — **50 pts**

WARBOSS model only. (Once per battle, per army) At the end of your opponent's Movement phase, if this unit is unengaged, this unit can make a normal move of:

- Up to D6".

- If this unit is riled up, you can re-roll that D6.

DETACHMENT-REGEL

When a friendly WARBOSS model is destroyed, if this unit has not been selected to fight this phase, roll one D6, with +1 to the roll if your unit is riled up:

- On a 3+, do not remove this WARBOSS model from the battlefield. When this unit has fought, or at the end of the phase (whichever comes first), this WARBOSS model is removed from the battlefield.

ORKS · DETACHMENT

BULLY BOYZ

1 DP · PURGE THE FOE

ENHANCEMENTS

Tellyporta Boss — **20 pts**

MEGA ARMOUR model only. This unit (excluding VEHICLE units) has Deep Strike.

Wimp-kickaz — **15 pts**

NOBZ unit only. When an enemy unit engaged with this unit is selected to make a fall-back move:

- That enemy unit must select the desperate escape mode.

- If this unit is riled up, that enemy unit has -1 to the hazard rolls made for that desperate escape.

DETACHMENT-REGEL

Friendly MEGANOBZ/NOBZ units' melee attacks have [SUSTAINED HITS 1].

STRATAGEMS

1 CP · BULLY BOYZ STRATAGEM · WAHAPEDIA · SHOOTING

ARMED TO DA TEEF

When: Your Shooting phase or the Fight phase, when a friendly Meganobz/Nobz unit is selected to attack.
Target: That MEGANOBZ/NOBZ unit.
Effect: Your unit's attacks can: Re-roll hit rolls of 1. If your unit is riled up, re-roll hit rolls.

1 CP · BULLY BOYZ STRATAGEM · WAHAPEDIA · SHOOTING

HULKING BRUTES

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Meganobz/Nobz unit.
Target: That MEGANOBZ/NOBZ unit.
Effect: Ranged attacks that target your unit with a S greater than your unit's T have -1 to wound rolls. +1CP Or: Ranged attacks that target your unit have -1 to wound rolls.

1 CP · BULLY BOYZ STRATAGEM · WAHAPEDIA · FIGHT

TOO ARROGANT TO DIE

When: Fight phase, when an enemy unit targets a friendly Meganobz/Nobz unit.
Target: That MEGANOBZ/NOBZ 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.

ORKS · DETACHMENT

DA BIG HUNT

1 DP · PURGE THE FOE

ENHANCEMENTS

It Came From Da Drops — **20 pts**

BEASTBOSS ON SQUIGOSAUR model only. This model has +1 T.

Glory Hog — **25 pts**

BEAST SNAGGA 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 declare a charge.

DETACHMENT-REGEL

Friendly BEAST SNAGGA units' attacks that targets a MONSTER/VEHICLE unit have +1 AP.

STRATAGEMS

1 CP — DA BIG HUNT STRATAGEM · WAHAPEDIA — MOVEMENT

WHERE D'YA FINK YOU'RE GOING?

When: Your opponent's Movement phase, when an enemy unit is selected to make a fall-back move, if that enemy unit is engaged with a friendly Beast Snagga unit.
Target: That BEAST SNAGGA unit.
Effect: When an enemy unit engaged with your unit is selected to make a fall-back move, that enemy unit must use the desperate escape mode. If that enemy unit is a MONSTER/VEHICLE unit, that enemy unit makes three additional hazard rolls for each BEAST SNAGGA unit it is engaged with, with -1 from those hazard rolls if that enemy unit is battle-shocked.

1 CP — DA BIG HUNT STRATAGEM · WAHAPEDIA — SHOOTING

GOADED INTO ACTION

When: Your opponent's Shooting phase, when an enemy unit has shot.
Target: One friendly unengaged Beast Snagga unit that lost a wound as a result of those attacks.
Effect: Your unit can make a surge move of up to D6". If your unit is riled up, it can re-roll that D6.

1 CP — DA BIG HUNT STRATAGEM · WAHAPEDIA — FIGHT

INSTINCTIVE HUNTERS

When: End of your opponent's Fight phase.
Target: One friendly unengaged Beast Snagga unit within 6" of a battlefield edge.
Effect: Place your unit in strategic reserves.

ORKS · DETACHMENT

DREAD MOB

1 DP · PURGE THE FOE

ENHANCEMENTS

Cybork Boosta — **10 pts**

BIG MEK/MEK model only. This model has +2" M.

Dreadherder — **30 pts**

BIG MEK model only. While this model is within 3" of a friendly ORKS WALKER unit (excluding BIG MEK units):

- This model has Lone Operative.

- In your Shooting phase, you can select one friendly ORKS WALKER unit within 3" of this model. That unit's attacks can re-roll hit rolls of 1 until the end of the turn.

DETACHMENT-REGEL

In your Shooting phase or the Fight phase, when a friendly ORKS WALKER unit (excluding TITANIC units) is selected to attack, you can use this ability. If you do, roll either one D6 or two D6 (keep re-rolling duplicate results). This unit's attacks have the relevant rule(s).

If you rolled two D6, when this unit has attacked, this unit makes one hazard roll.

STRATAGEMS

1 CP · DREAD MOB STRATAGEM · WAHAPEDIA · MOVEMENT

DREAD POWER

When: Your Movement phase.
Target: One friendly Orks Walker unit.
Effect: Your unit is riled up until the start of your next turn.

1 CP · DREAD MOB STRATAGEM · WAHAPEDIA · CHARGE

STOMPING JUGGERNAUT

When: Your Movement/Charge phase, when a friendly Orks Walker unit is selected to move or declares a charge.
Target: That ORKS WALKER unit.
Effect: Your unit has MOBILE.

1 CP · DREAD MOB STRATAGEM · WAHAPEDIA · FIGHT

CRAZED RAMPAGE

When: Fight phase, when an enemy unit targets a friendly Orks Walker unit (excluding Titanic units).
Target: That ORKS WALKER 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 +3 to the result if your unit has Deff Dread: 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.

ORKS · DETACHMENT

FLYBOYZ

1 DP · RECONNAISSANCE

ENHANCEMENTS

Impulsive Recon — **15 pts**

ORKS AIRCRAFT unit only. In your first Movement phase, this unit can make an ingress move.

Flyboss — **20 pts**

ORKS AIRCRAFT unit only.

- This unit has CHARACTER.

- When this unit ends an ingress move, each friendly ORKS AIRCRAFT/DEFFKOPTAS unit within 6" of this unit is riled up until the start of your next turn.

DETACHMENT-REGEL

- Friendly ORKS AIRCRAFT do not count towards the combined points value of your strategic reserves units.

- While a friendly ORKS AIRCRAFT/DEFFKOPTAS unit is riled up, this unit's ranged attacks have +1 to hit rolls.

STRATAGEMS

1 CP · FLYBOYZ STRATAGEM · WAHAPEDIA · MOVEMENT

WHIRLIGIG EVASION

When: Your opponent's Movement phase, when an enemy unit ends a move.
Target: One friendly unengaged Deffkoptas unit within 8" of that enemy unit.
Effect: Your unit can make a normal move of: Up to D6". Or: If your unit is riled up, up to 6".

1 CP · FLYBOYZ STRATAGEM · WAHAPEDIA · SHOOTING

LONG, UNCONTROLLED BURSTS

When: Your Shooting phase, when a friendly Orks Aircraft/ Deffkoptas unit is selected to shoot.
Target: That ORKS AIRCRAFT/DEFFKOPTAS unit.
Effect: When your unit's ranged attacks target a FLY unit, those attacks can re-roll hit rolls.

1 CP · FLYBOYZ STRATAGEM · WAHAPEDIA · ANY

FLYIN' HEADBUTT

When: Any phase, when a friendly Orks Aircraft unit is destroyed, before rolling for any Deadly Demise.
Target: That ORKS unit.
Effect: Your unit does not have the Deadly Demise ability. Select one enemy unit within 12" of your unit and roll eight D6: For each 4+, that enemy unit suffers 1 mortal wound. Then remove your unit from the battlefield.

ORKS · DETACHMENT

GREEN TIDE

1 DP · TAKE AND HOLD

ENHANCEMENTS

Ferocious Show-off — **15 pts**

ORKS INFANTRY model only. This model's melee attacks have:

- +1 A.

- <ins>Or:</ins> If this unit has 11+ models, +2 A.

'Ardboyz — **25 pts**

BOYZ unit only. This unit has 4+ Sv.

DETACHMENT-REGEL

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

- If a friendly ORKS INFANTRY unit made a charge move this turn, that unit's melee attacks have [LETHAL HITS: non-MONSTER/VEHICLE].

STRATAGEMS

1 CP · GREEN TIDE STRATAGEM · WAHAPEDIA · COMMAND

MOB MENTALITY

When: Start of the Battle-shock step of your Command phase.
Target: One friendly Orks Infantry unit of 13+ models.
Effect: Select one visible friendly ORKS unit within 12" of your unit. That unit's battle-shock rolls are automatically successful.

1 CP · GREEN TIDE STRATAGEM · WAHAPEDIA · MOVEMENT

'ERE WE GO

When: Your Movement phase, when a friendly Beast Snagga Boyz/Boyz unit is selected to move.
Target: That BEAST SNAGGA BOYZ/BOYZ unit.
Effect: Your unit has +2 to advance rolls.

1 CP · GREEN TIDE STRATAGEM · WAHAPEDIA · CHARGE

UNBRIDLED CARNAGE

When: Fight phase, when a friendly Boyz unit that made a charge move this turn is selected to fight.
Target: That BOYZ unit.
Effect: Your unit's melee attacks have +1 A.

ORKS · DETACHMENT

KAPTIN KILLERS

ENHANCEMENTS

Tellyporta

In the Deploy Armies step, select one Meganobz unit from your army. Until the end of the battle, models in that unit have the Deep Strike ability.

Gnasher Squig Crates

Warboss model only. In your Command phase, you can select one Nobz or Meganobz unit from your army (excluding Battle-shocked units) that is within 6" of the bearer and is within range of an objective marker. If there are no enemy models within range of that objective marker, it is Secured by your army.

DETACHMENT-REGEL

You can include up to two of the following units (duplicates are not allowed):

- Big Mek in Mega Armour
- Infantry Warboss (excluding Warboss in Mega Armour)
- Warboss in Mega Armour

You can include up to two of each of the following units:

- Meganobz (3 models)
- Nobz (5 or 10 models)

STRATAGEMS

1 CP — KAPTIN KILLERS – BATTLE TACTIC STRATAGEM · WAHAPEDIA — MOVEMENT

CORNERED AND KRUMPED

When: Your opponent's Movement phase, just after an enemy unit is selected to Fall Back.
Target: One ORKS unit from your army that is within Engagement Range of that enemy unit.
Effect: Your unit can fight as if it were the Fight phase, but when doing so, models in your unit can only target that enemy unit (and only if it is an eligible target) and each time a model in your unit makes an attack, an unmodified Hit roll of 6 is required to score a hit.

1 CP — KAPTIN KILLERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

LOOT ON THE MOVE

When: Your Movement phase, just after an ORKS unit from your army opens a Hatchway.
Target: That ORKS unit.
Effect: Until the end of the battle, that Hatchway cannot be closed. Until the end of the turn, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP — KAPTIN KILLERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

PILE THROUGH

When: Your Movement phase, just after an ORKS unit from your army opens a Hatchway.
Target: That ORKS unit.
Effect: Until the end of the turn, your unit has the Fights First ability.

1 CP — KAPTIN KILLERS – EPIC DEED STRATAGEM · WAHAPEDIA — CHARGE

PIT FIGHTER

When: Your Charge phase.
Target: One WARBOSS model from your army.
Effect: Until the end of the phase, your model is eligible to declare a charge in a turn in which it Fell Back.

ORKS · DETACHMENT

KULT OF SPEED

1 DP · RECONNAISSANCE

ENHANCEMENTS

Competitive Streak — **15 pts**

DEFFKILLA WARTRIKE model only. This unit can re-roll charge rolls.

Smoky Gubbinz — **10 pts**

SPEED FREEKS unit only (excluding AIRCRAFT units). When an attack targets a unit that is not fully visible to the attacking model because of a model in this unit, the target has the benefit of cover against that attack.

DETACHMENT-REGEL

- Friendly WARBIKERS units have BATTLELINE.

- When a friendly SPEED FREEKS unit is selected to make an advance/fall-back move:

- That unit's ranged attacks have [ASSAULT] until the end of the turn.

- That move does not prevent that unit from being eligible to declare a charge.

STRATAGEMS

1 CP — KULT OF SPEED STRATAGEM · WAHAPEDIA — MOVEMENT

DELICIOUS EATING SQUIGS

When: Your Movement phase.
Target: One friendly Rukkatrukk Squigbuggies unit.
Effect: Select any number of friendly Orks Infantry units within 3" of your unit. Each selected unit heals 3 wounds.

1 CP — KULT OF SPEED STRATAGEM · WAHAPEDIA — SHOOTING

DAKKASTORM

When: Your Shooting phase, when a friendly Speed Freeks unit is selected to shoot.
Target: That SPEED FREEKS unit.
Effect: Your unit's ranged attacks have [Sustained Hits 1].

1 CP — KULT OF SPEED STRATAGEM · WAHAPEDIA — SHOOTING

SPEEDIEST FREEKS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Speed Freeks unit.
Target: That SPEED FREEKS unit.
Effect: Ranged attacks that target your unit fail on an unmodified hit roll of 1-3.

ORKS · DETACHMENT

MADCAP MEKS

1 DP · DISRUPTION

ENHANCEMENTS

Mekwaaagh! Mastermind — **30 pts**

BIG MEK model only. This unit is riled up.

Enhanced Runt-maw — **10 pts**

BIG MEK WITH SHOKK ATTACK GUN model only. When this unit has shot, select one enemy unit hit by those attacks. That unit is infested with Snotlings until the start of your next turn.

- While an enemy unit is infested with Snotlings, that unit has -1 to leadership rolls.

Temperamental Shokka — **20 pts**

BIG MEK WITH SHOKK ATTACK GUN model only. In your Shooting phase, when this unit is selected to shoot, you can roll one D6:

- On a 1, this model's Shokk Attack Gun weapon has [TORRENT], and when this unit has shot, this model is destroyed.

- On a 2-5, this model's Shokk Attack Gun weapon has +1 A.

- One a 6, this model's Shokk Attack Gun wepon has SUSTAINED HITS 2].

DETACHMENT-REGEL

In your Shooting phase, when all of a friendly BIG MEK/MEK GUNS/MORKANAUT/WAZBOM BLASTAJET unit's ranged attacks target a single enemy unit: roll one D6:

STRATAGEMS

1 CP

MADCAP MEKS STRATAGEM · WAHAPEDIA

SHOOTING

VINDICTIVE ARTILLERISTS

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

Target: That MEK GUNZ unit.

Effect: Your unit's ranged attacks have: [Lethal Hits]. Or: [Sustained Hits 1]. Or: [Hazardous], [Lethal Hits], [Sustained Hits 1].

ORKS · DETACHMENT

RAMSHIP RAIDERS

ENHANCEMENTS

Living Battering Ram **0 pts**

Each time the bearer attempts to operate a closed Hatchway, your opponent cannot try to prevent it. In addition, each time the bearer opens a Hatchway, each enemy unit within 6" of that Hatchway and wholly on the opposite side of it from the bearer must take a Battle-shock test.

Scarred Brute **0 pts**

The bearer has the Feel No Pain 5+ ability.

DETACHMENT-REGEL

You can include up to two of the following units (duplicates are not allowed):

- Beastboss
- Big Mek
- Big Mek with Shokk Attack Gun
- Boss Snikrot
- Infantry Warboss
- Mek
- Painboss
- Painboy
- Weirdboy
- Wurrboy
- Zodgrod Wortsnagga

You can include up to three of each of the following units:

- Beast Snagga Boyz (10 models)
- Boyz (10 models)

You can include up to one of each of the following units:

- Burna Boyz (5 or 10 models)
- Flash Gitz (5 or 10 models)
- Gretchin (11 models)

- Kommandos (10 models)

- Nobz (5 models)

- Stormboyz (5 or 10 models)

STRATAGEMS

1 CP — RAMSHIP RAIDERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

EAGER TO FIGHT

When: Your Movement phase, in the Reinforcements step, just after an ORKS unit from your army is set up in an Entry Zone.
Target: That ORKS unit.
Effect: Your unit can make an Advance move.

1 CP — RAMSHIP RAIDERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

PILE THROUGH

When: Your Movement phase, just after an ORKS unit from your army opens a Hatchway.
Target: That ORKS unit.
Effect: Until the end of the turn, your unit has the Fights First ability.

1 CP — RAMSHIP RAIDERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

RAMBOYZ RAMPAGE

When: Your Movement phase.
Target: One BOYz unit from your army that has not been selected to move this phase.
Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced and each time your unit Advances, do not make an Advance roll; instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.

1 CP — RAMSHIP RAIDERS – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

ENRAGED RUSH

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One BOYz unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Your unit can make an Enraged Rush move. To do so, roll one D6: your unit can be moved a distance in inches up to the result, but must end that move as close as possible to the attacking unit. When doing so, those models can be moved within Engagement Range of that enemy unit, but only that enemy unit.

ORKS · DETACHMENT

RUNT SWARM

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Minefield Detail — 10 pts

GRETCHIN unit only. While this unit is not embarked, this unit has Scouts 6".

Extra Sneaky — 10 pts

GRETCHIN unit only. This unit has -3" detection range.

DETACHMENT-REGEL

- Friendly GRETCHIN units have BATTLELINE.

- When a friendly GRETCHIN unit is selected to make an advance/fall-back move, that move does not prevent this unit from being eligible to start an action.

STRATAGEMS

1 CP — RUNT SWARM STRATAGEM · WAHAPEDIA — MOVEMENT

SCARPER!

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged Gretchin unit.
Target: That GRETCHIN unit.
Effect: Your unit can make a normal move of: Up to D6". Or: Up to 6" instead if your unit is an attached unit.

1 CP — RUNT SWARM STRATAGEM · WAHAPEDIA — SHOOTING

GROT SHIELDS

When: Your opponent's Shooting phase, when an enemy unit targets a friendly Orks Infantry unit (excluding Gretchin units).
Target: One friendly Gretchin unit within 3" of that ORKS INFANTRY unit.
Effect: When a hit roll for that enemy unit's ranged attacks that target that ORKS unit results in a hit, if a model in your GRETCHIN unit is on the battlefield, end the attack sequence for that attack and your GRETCHIN unit suffers 1 mortal wound.

2 CP — RUNT SWARM STRATAGEM · WAHAPEDIA — ANY

INFESTED WAR ZONE

When: Any phase, when an enemy unit has attacked.
Target: One friendly Gretchin unit that was just destroyed. You can target that unit with this stratagem even though that unit was just destroyed.
Effect: Add a new GRETCHIN unit to your army identical to your destroyed unit, in strategic reserves, at its starting strength, with its full wounds remaining.

ORKS · DETACHMENT

SHOOTA BOYZ

1 DP · PURGE THE FOE

ENHANCEMENTS

Supa-glowy Fing — 25 pts

ORKS INFANTRY model only (excluding WEIRDBOY models). This model's ranged attacks have:

- [ANTI-INFANTRY 4+}
- [DEVASTATING WOUNDS].
- [SUPA-HAZARDOUS].

Targetin' Squigs — 20 pts

BIG MEK/BIGBOSS/WARBOSS model only. This unit's ranged attacks (excluding [TORRENT] attacks) have +3" R.

DETACHMENT-REGEL

Friendly ORKS INFANTRY units' ranged attacks have [ASSAULT].

- While this unit is riled up, +3" R.

STRATAGEMS

1 CP — SHOOTA BOYZ STRATAGEM · WAHAPEDIA — SHOOTING

GLOWIN' DAKKA

When: Your Shooting phase, when a friendly Orks Infantry unit is selected to shoot.
Target: That ORKS INFANTRY unit.
Effect: Your unit's ranged attacks that target a unit within 9" have +1 AP.

1 CP — SHOOTA BOYZ STRATAGEM · WAHAPEDIA — SHOOTING

KUSTOM DAKKA

When: Your Shooting phase, when a friendly Orks Infantry unit is selected to shoot.
Target: That ORKS INFANTRY unit.
Effect: Your unit's ranged attacks that target a unit (excluding MONSTER/VEHICLE units) have +1 to wound rolls.

1 CP — SHOOTA BOYZ STRATAGEM · WAHAPEDIA — SHOOTING

NEVER ENOUGH DAKKA

When: Your Shooting phase, when a friendly Orks Infantry unit is selected to shoot.
Target: That ORKS INFANTRY unit.
Effect: Your unit's ranged attacks have [Sustained Hits 1].

ORKS · DETACHMENT

TAKTIKAL BRIGADE

1 DP · TAKE AND HOLD

ENHANCEMENTS

Kill Kommanda — **20 pts**

BIG MEK/WARBOSS INFANTRY model only. While this unit is part of an attached unit, this model has:

- Infiltrators.

- Stealth.

Throat-slittas — **15 pts**

KOMMANDOS/STORMBOYZ unit only. This unit's melee attacks have [LETHAL HITS: non-MONSTER/VEHICLE].

DETACHMENT-REGEL

Friendly STORMBOYZ units have BATTLELINE.

- When a friendly BOYZ/KOMMANDOS/STORMBOYZ unit is selected to make an fall-back move, that fall-back move does not prevent that unit from being eligible to declare a charge.

STRATAGEMS

1 CP — TAKTIKAL BRIGADE STRATAGEM · WAHAPEDIA — MOVEMENT

DUBIOUS RESTRAINT

When: Start/end of your Movement phase.
Target: One friendly Boyz/Kommandos/Stormboyz unit.
Effect: Select one objective your unit is controlling. That objective is secured.

1 CP — TAKTIKAL BRIGADE STRATAGEM · WAHAPEDIA — MOVEMENT

WHILE THEIR BACKS ARE TURNED

When: End of your opponent's Movement phase.
Target: One friendly unengaged Boyz/Kommandos/ Stormboyz unit that was engaged at the start of the phase.
Effect: Your unit can make a normal move of up to 6".

1 CP — TAKTIKAL BRIGADE STRATAGEM · WAHAPEDIA — MOVEMENT

MIND MOSTLY ON THE MISSION

When: Your Movement phase, when a friendly Boyz/ Kommandos/Stormboyz unit is selected to make an advance/ fall-back move.
Target: That BOYZ/KOMMANDOS/STORMBOYZ unit.
Effect: That move does not prevent your unit from being eligible to start an action.

ORKS · DETACHMENT

WAR HORDE

3 DP · TAKE AND HOLD

ENHANCEMENTS

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-REGEL

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

STRATAGEMS

1 CP · WAR HORDE STRATAGEM · WAHAPEDIA · 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 · WAHAPEDIA · 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 · WAHAPEDIA · 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 · WAHAPEDIA · 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 · WAHAPEDIA 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 · WAHAPEDIA 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.

ORKS · DETACHMENT

WRECKAS

1 DP · PRIORITY ASSETS

ENHANCEMENTS

Kaptin's Hat — **25 pts**

BIG MEK/WARBOSS INFANTRY model only. When both players have deployed their armies, you can redeploy up to three friendly ORKS INFANTRY units. When doing so, you can set those units up in strategic reserves, regardless of how many units are already in strategic reserves.

Supa-snazz Dakka — **25 pts**

FLASH GITZ unit only. This unit's Snazzgun weapons have [RAPID FIRE 1].

DETACHMENT-REGEL

In your Shooting phase, when a friendly BREAKA BOYZ/FLASH GITZ/TANKBUSTAS unit is selected to shoot, if any of the following apply, that unit's attacks can re-roll hit rolls of 1:

- That unit is within range of an objective.

- The target of that attack is within range of an objective.

STRATAGEMS

1 CP · WRECKAS STRATAGEM · WAHAPEDIA · SHOOTING

DRIVE-BY BUSTIN'

When: Your Shooting phase, when a friendly Orks Transport unit is selected to shoot.
Target: That ORKS TRANSPORT unit.
Effect: Your unit's ranged attacks with weapons selected for the Firing Deck ability have +1 to hit rolls.

1 CP · WRECKAS STRATAGEM · WAHAPEDIA · SHOOTING

GRAB IT

When: Your Shooting phase, when a friendly unengaged Breaka Boyz/Flash Gitz/Tankbustas unit has shot.
Target: That BREAKA BOYZ/FLASH GITZ/TANKBUSTAS unit.
Effect: Your unit can make a normal move of up to 6", and must end that move within range of an objective. Your unit is not eligible to declare a charge until the end of the turn.

1 CP · WRECKAS STRATAGEM · WAHAPEDIA · SHOOTING

GUN-CRAZY SHOW-OFFS

When: Your opponent's Shooting phase, when an enemy unit has shot.
Target: One friendly Flash Gitz/Tankbustas unit hit by those attacks.
Effect: Your unit shoots using normal shooting, but while doing so your unit can only target that enemy unit.

ORKS · DETACHMENT

WURRBAND

1 DP · DISRUPTION

ENHANCEMENTS

Warphead — **25 pts**

ORKS PSYKER model only. This model:

- Has psyker level 2.

- Has Deadly Demise D6.

- Can re-roll psychic rolls.

Da Krunch — **10 pts**

—

'Eadbanger — **15 pts**

—

DETACHMENT-REGEL

Friendly ORKS PSYKER models' [PSYCHIC] attacks have:

- +1 S.

- +1 S for every 5 models in this unit (or embarked within this model).

Friendly ORKS PSYKER models have the Roar of Mork and Visions of Violence psychic abilities

BANNERNOB

30 PTS

M	T	Sv	W	LD	OC
6"	5	4+	4	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Kustom Choppa	Melee	4	3+	5	-2	2

ABILITIES

CORE - Support

Waaagh! Banner
This unit has +1 to charge rolls.

Leader
This model can be attached to the following units:

- BOYZ
- NOBZ

FACTION RULES

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.

CORE RULES

Support
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.

AUFSTELLUNG

1x Bannernob (40mm)

Equipped with: Shoota, Kustom Choppa

KEYWORDS: Character, Infantry, Bannernob, Support
FACTION KEYWORDS: Orks

BATTLEWAGON

160 PTS

M	T	Sv	W	LD	OC
10"	11	3+	16	7+	5

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushin' Bulk CLEAVE 1	Melee	6	3+	8	-2	2
Grabbin' Klaw EXTRA ATTACKS	Melee	2	3+	10	-2	2
Wreckin' Ball CLEAVE 2, EXTRA ATTACKS	Melee	1	3+	10	0	D6

ABILITIES

Mobile Fortress
Ranged attacks that target this unit have -1 D.

TRANSPORT

Battlewagon
This model has a transport capacity of 22 ORKS INFANTRY models. Each MEGA ARMOUR/JUMP PACK model takes up the space of 2 models. Each GHAZGHKULL THRAKA model takes up the space of 4 models.

FACTION RULES

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.

AUFSTELLUNG

1x Battlewagon (Hull)

Equipped with: Big Shoota, Crushin' Bulk, Grabbin' Klaw, Wreckin' Ball

Wargear Options:

- This model can be equipped with 1x Grabbin' Klaw.
- This model can be equipped with 1x Wreckin' Ball.
- This model can be equipped with up to 4x Big Shoota.

KEYWORDS: Vehicle, Transport, Battlewagon, Frame, Wagon
FACTION KEYWORDS: Orks

BATTLEWAGON

160 PTS

M	T	Sv	W	LD	OC
10"	11	3+	16	7+	5

INVULNERABLE SAVE 6+

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 11

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).

2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).

3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.

4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

KEYWORDS: Vehicle, Transport, Battlewagon, Frame, Wagon
FACTION KEYWORDS: Orks

BEAST SNAGGA BOYZ

80–160 PTS

M	T	Sv	W	LD	OC
6"	5	5+	1	7+	2

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1
Thump Gun ANTI-MONSTER/VEHICLE 4+	18"	3	5+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power Snappa ANTI-MONSTER/VEHICLE 4+	Melee	3	3+	8	-2	2
➤ Choppa - Hunter (Hunter: MONSTER/VEHICLE)	Melee	3	3+	6	-2	1
➤ Choppa - Standard	Melee	3	3+	5	-1	1

ABILITIES

Mobbed
When this unit ends a charge move, each enemy MONSTER/VEHICLE unit engaged with this unit makes a battle-shock roll:

- With -1 to that battle-shock roll.

- <ins>Or:</ins> With -2 to that battle-shock roll if this unit has 13+ models.

FACTION RULES

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.

AUFSTELLUNG

9-18x Beast Snagga Boy w/ Thump gun oder Beast Snagga Boy (32mm)

1-2x Nob (32mm)

Equipped with: Slugga, Thump Gun, Power Snappa, ➤ Choppa - Hunter (Hunter: MONSTER/VEHICLE), ➤ Choppa - Standard

Wargear Options:
■ This model can be equipped with 1x Thump Gun.

KEYWORDS: Infantry, Mob, Battleline, Beast Snagga, Beast Snagga Boyz
FACTION KEYWORDS: Orks

BEASTBOSS

85 PTS

M	T	Sv	W	LD	OC
6"	6	4+	6	6+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Beast Snagga Klaw and Beastchoppa SUSTAINED HITS 2: MONSTER/VEHICLE	Melee	6	2+	12	-2	2

ABILITIES

CORE - Leader

Dodge Dis!
This unit's attacks have +1 to hit rolls.

Keep Huntin'! (Once per battle round, per army)
In your Movement phase, at the start or end of this unit's move, you can select one friendly BEAST SNAGGA unit within 6" of this unit. That unit:

- Is no longer battle-shocked.
- Is riled up until the start of your next turn.

Leader
This model can be attached to the following unit:

- Beast Snagga Boyz

FACTION RULES

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.
- 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.

CORE RULES

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.

AUFSTELLUNG

1x Beastboss (50mm)

Equipped with: Shoota, Beast Snagga Klaw and Beastchoppa

KEYWORDS: Character, Infantry, Beast Snagga, Beastboss, Warboss, Leader
FACTION KEYWORDS: Orks

BEASTBOSS ON SQUIGOSAUR

140 PTS

M	T	Sv	W	LD	OC
10"	9	3+	10	6+	3

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1
Thump Gun ANTI-MONSTER/VEHICLE 4+	18"	3	5+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Squigosaur's jaws ANTI-MONSTER/VEHICLE 3+, EXTRA ATTACKS	Melee	3	3+	7	-2	3
➤ Beastchoppa - Hunter (Hunter: MONSTER/VEHICLE)	Melee	6	2+	12	-2	D6
➤ Beastchoppa - Standard CLEAVE 1	Melee	6	2+	6	-2	2

ABILITIES

Boss of da Hunt
While this unit is within 3" of a friendly BEAST SNAGGA unit (excluding MONSTER CHARACTER units), this unit has Lone Operative.

Keep Huntin'! (Once per battle round, per army)
In your Movement phase, at the start or end of this unit's move, you can select one friendly BEAST SNAGGA unit within 6" of this unit. That unit:

- Is no longer battle-shocked.
- Is riled up until the start of your next turn.

Thundering Stampede (Aura)
Friendly BEAST SNAGGA units within 6" of this unit have +1 to charge rolls.

FACTION RULES

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.
- 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.

AUFSTELLUNG

1x Beastboss on Squigosaur (80mm)

Equipped with: Slugga, Thump Gun, Squigosaur's jaws, ➤ Beastchoppa - Hunter (Hunter: MONSTER/VEHICLE), ➤ Beastchoppa - Standard

Wargear Options:
■ This model can be equipped with 1x Thump Gun.

KEYWORDS: Character, Beast Snagga, Beastboss on Squigosaur, Warboss, Monster
FACTION KEYWORDS: Orks

BIG MEK

100 PTS

M	T	Sv	W	LD	OC
6"	5	3+	6	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom mega-blasta HAZARDOUS	24"	3	4+	9	-2	3
Traktor Blasta ANTI-FLY 2+	24"	3	4+	6	-2	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drilla	Melee	3	3+	12	-3	3
Power Klaw	Melee	5	3+	10	-2	2

ABILITIES

CORE - Leader

More Dakka
This unit's ranged attacks have:
- [IGNORES COVER].
- If this unit is riled up, [SUSTAINED HITS 1].

Shokk-boosta
In your Movement phase, when this unit is selected to make an advance move, you can use this ability. If you do:
- This unit can change that advance roll to a 6.
- This unit can move through all types of model.
- When this unit ends that advance move, make a hazard roll for each model in this unit.

Leader
This model can be attached to the following units:
- BOYZ
- BREAKA BOYZ
- FLASH GITZ
- MEK GUNZ
- NOBZ
- TANKBUSTAS

FACTION RULES

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.

AUFSTELLUNG

1x Big Mek (50mm)

Equipped with: Kustom mega-blasta, Traktor Blasta, Drilla, Power Klaw

Wargear Options:
- This model can replace its Drilla with Power Klaw.
- This model can replace its Kustom mega-blasta with Traktor Blasta.

KEYWORDS: Infantry, Character, Big Mek, Leader, Explosives
FACTION KEYWORDS: Orks

BIG MEK

100 PTS

M	T	Sv	W	LD	OC
6"	5	3+	6	7+	1

CORE RULES

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.

KEYWORDS: Infantry, Character, Big Mek, Leader, Explosives
FACTION KEYWORDS: Orks

BIG MEK DAKKARIG

160 PTS

M	T	Sv	W	LD	OC
8"	8	3+	11	7+	3

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blitzkannon IGNORES COVER, LETHAL HITS: NON-MONSTER/VEHICLE	24"	8	4+	7	-2	2
Multi-busta Launcha IGNORES COVER, LETHAL HITS	24"	6	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Stompy Feet	Melee	4	3+	6	-1	1

ABILITIES

Blitz Dem Gitz!
In your Shooting phase, if this unit's Blitzkannon weapon targets a unit (excluding MONSTER/VEHICLE units), that weapon has +6 A.

Even More Dakka
If this unit is riled up, this unit's ranged attacks have [SUSTAINED HITS 1].

FACTION RULES

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.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Big Mek Dakkarig (90mm)

Equipped with: Blitzkannon, Multi-busta Launcha, Stompy Feet

KEYWORDS: Vehicle, Big Mek, Big Mek Dakkarig, Walker, Character
FACTION KEYWORDS: Orks

BIG MEK IN MEGA ARMOUR 90 PTS

M	T	Sv	W	LD	OC
5"	6	2+	5	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom Mega-blasta HAZARDOUS	24"	3	4+	9	-2	3
Tellyport Blasta BLAST 1	12"	6	4+	9	-2	3
➤ Kombi-weapon - Kill Shot	24"	1	4+	10	-2	3
➤ Kombi-weapon - Point Blank BLAST 1, TORRENT	12"	3	-	5	0	1
➤ Kombi-weapon - Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	4+	4	0	1
➤ Kustom Shoota - Aimed LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	18"	4	4+	4	0	1
➤ Kustom Shoota - Point Blank CLOSE-QUARTERS, TORRENT	6"	D3+3	-	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Killsaw	Melee	3	4+	10	-2	3
Power Klaw	Melee	3	3+	10	-2	2

ABILITIES

CORE - Leader

Fix Dat Armour Up (Once per battle, per unit)
In your Command phase, this unit heals 3 wounds.

Place a Grot Oiler token next to the unit, removing it when this ability is used.

Kustom Force Field
This unit has 4+ InSv against ranged attacks.

More Dakka
This unit's ranged attacks have:

- [IGNORES COVER].
- If this unit is riled up, [SUSTAINED HITS 1].

Leader
This model can be attached to the following unit:

- MEGANOBZ
- MEK GUNZ

FACTION RULES

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.

AUFSTELLUNG

1x Big Mek in Mega Armour (40mm)

Equipped with: Kustom Mega-blasta, Tellyport Blasta, ➤ Kombi-weapon - Kill Shot, ➤ Kombi-weapon - Point Blank, ➤ Kombi-weapon - Shoota, ➤ Kustom Shoota - Aimed, ➤ Kustom Shoota - Point Blank, Killsaw, Power Klaw

Wargear Options:

- This model can be equipped with one of: Tellyport Blasta, Kustom Force Field.
- This model can replace its Kustom Shoota with Kombi-weapon, Kustom Mega-blasta or Killsaw.

KEYWORDS: Character, Infantry, Big Mek in Mega Armour, Mega Armour, Leader, Big Mek, Explosives
FACTION KEYWORDS: Orks

BIG MEK IN MEGA ARMOUR 90 PTS

M	T	Sv	W	LD	OC
5"	6	2+	5	7+	1

CORE RULES

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.

KEYWORDS: Character, Infantry, Big Mek in Mega Armour, Mega Armour, Leader, Big Mek, Explosives
FACTION KEYWORDS: Orks

BIG MEK WITH SHOKK ATTACK GUN

110 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shokk Attack Gun BLAST 1, HEAVY	60"	D3+3	5+	12	-4	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big Mek's Toolz	Melee	4	3+	5	0	1

ABILITIES

CORE - Leader

More Dakka
This unit's ranged attacks have:

- [IGNORES COVER].
- If this unit is riled up, [SUSTAINED HITS 1].

Support Shokka
While this model is within 3" of a friendly ORKS INFANTRY unit (excluding BIG MEK WITH SHOKK ATTACK GUN units), this model has Lone Operative.

Leader
This model can be attached to the following units:

- BOYZ
- MEK GUNZ
- NOBZ
- TANKBUSTAS

FACTION RULES

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.

CORE RULES

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.

AUFSTELLUNG

1x Big Mek with Shokk Attack Gun (40mm)

Equipped with: Shokk Attack Gun, Big Mek's Toolz

KEYWORDS: Character, Infantry, Big Mek with Shokk Attack Gun, Leader, Big Mek, Explosives
FACTION KEYWORDS: Orks

BIG TRAKK [LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
12"	9	4+	12	7+	3

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	5+	5	0	1
➤ Kannon - Frag BLAST 1	36"	3	5+	5	0	1
➤ Kannon - Shell	36"	1	5+	9	-2	D3+3
➤ Supa-kannon - Frag BLAST 2	36"	D6+3	5+	5	0	1
➤ Supa-kannon - Shell	36"	1	5+	12	-3	D6+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

Spiked Ram
When this unit ends a charge move, you can select one enemy unit engagedwith this unit. If you do, roll one D6:

- On a 2-5, that enemy unit suffers D3 mortal wounds.
- On a 6, that enemy unit suffers 3 mortal wounds.

TRANSPORT

Big Trakk
This model has a transport capacity of 12 Orks Infantry models. It cannot transport Ghazghkull Thraka models. Each Mega Armour, Jump Pack model takes up the space of 2 models.

FACTION RULES

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:

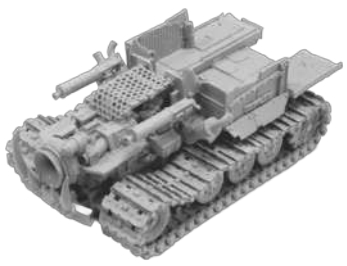
- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

AUFSTELLUNG

1x Big Trakk [Legends]

Equipped with: Big Shoota, ➤ Kannon - Frag, ➤ Kannon - Shell, ➤ Supa-kannon - Frag, ➤ Supa-kannon - Shell, Armoured hull

Wargear Options:
■ This model can be equipped with one of: Supa-kannon, Kannon.



KEYWORDS: Vehicle, Transport, Big Trakk, Frame
FACTION KEYWORDS: Orks

BIG TRAKK [LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
12"	9	4+	12	7+	3

INVULNERABLE SAVE 6+

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 12

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).

2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).

3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.

4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

KEYWORDS: Vehicle, Transport, Big Trakk, Frame
FACTION KEYWORDS: Orks

BIG'ED BOSSBUNKA

135 PTS

M	T	Sv	W	LD	OC
-	10	3+	12	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	5+	5	0	1
➤ Gaze of Gork - Glare BLAST 1	24"	3	5+	5	0	1
➤ Gaze of Gork - Squint	18"	1	5+	12	-3	3

ABILITIES

Fortification
While an enemy unit is engaged with only FORTIFICATION units:

- That enemy unit can be selected as a target of ranged attacks.

- When shooting that enemy unit, those ranged attacks have -1 to hit rolls (excluding [CLOSE-QUARTERS attacks).

- When that enemy unit is selected to make a fall-back move, if that enemy unit if only engaged with FORTIFICATION units, and that enemy unit is not battle-shocked, hazard rolls made for that enemy unit are automatically passed.

Ramshackle Cover
When an attack targets a unit that is not fully visible to the attacking model because of this unit, the target has the benefit of cover against that attack.

Raucous Occupants
While this model is within range of your home objective, add the OC of models embarked within this model to this model's OC.

TRANSPORT

Big'ed Bossbunka
This model has a transport capacity of 11 ORKS INFANTRY models. It cannot transport GHAZGHKULL THRAKA models. Each MEGA ARMOUR/JUMP PACK model takes up the space of 2 models.

FACTION RULES

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.

AUFSTELLUNG

1x Big'ed Bossbunka (Hull)

Equipped with: Big Shoota, ➤ Gaze of Gork - Glare, ➤ Gaze of Gork - Squint

KEYWORDS: Fortification, Vehicle, Transport, Big'ed Bossbunka, Frame
FACTION KEYWORDS: Orks

BIG'ED BOSSBUNKA

135 PTS

M	T	Sv	W	LD	OC
-	10	3+	12	7+	0

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 11

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).

2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).

3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.

4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

KEYWORDS: Fortification, Vehicle, Transport, Big'ed Bossbunka, Frame
FACTION KEYWORDS: Orks

BIGBOSS

50 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big Choppa PRECISION	Melee	5	3+	7	-2	2

ABILITIES

CORE - Support

Sumfin' to Prove
This unit's melee attacks have +1 to hit rolls.

Leader
This model can be attached to the following units:

- BOYZ
- BREAKA BOYZ
- NOBZ

FACTION RULES

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.

CORE RULES

Support
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.

AUFSTELLUNG

1x Bigboss (40mm)

Equipped with: Slugga, Big Choppa

KEYWORDS: Infantry, Character, Bigboss, Support
FACTION KEYWORDS: Orks

BLITZA-BOMMER

115 PTS

M	T	Sv	W	LD	OC
-	9	3+	12	7+	-

INVULNERABLE SAVE 6+

AUFSTELLUNG

1x Blitza-bommer (120x92mm Oval Base)

Equipped with: Big Shoota, Dual Supa-shoota, Armoured Impact

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	5+	5	0	1
Dual Supa-shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 4	36"	8	5+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Impact	Melee	3	4+	6	0	1

ABILITIES

Boom Bomb
At the end of your opponent's Fight phase, select one visible enemy unit (excluding Lone Operative units) within 24" of this unit, and roll one D6 for that unit:

- On a 1-3, that enemy unit suffers D3 mortal wounds.
- On a 4-5, that enemy unit suffers 3 mortal wounds.
- On a 6, that enemy unit suffers D3+3 mortal wounds.

FACTION RULES

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.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Aircraft, Fly, Blitza-bommer, Speed Freeks
FACTION KEYWORDS: Orks

BOSS SNIKROT

80 PTS

M	T	Sv	W	LD	OC
6"	5	5+	6	6+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE, PRECISION	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Mork's Teef ANTI-INFANTRY 2+, PRECISION	Melee	6	2+	6	-2	2

ABILITIES

CORE - Leader

Deff from the Shadows (First battle round onwards)
At the end of your opponent's Movement phase, if this unit is in strategic reserves, this unit can make an ingress move.

Kunnin' Infiltrator
At the end of your opponent's Fight phase, if each model in this unit is hidden and unengaged, you can place this unit in strategic reserves.

Leader
This model can be attached to the following unit:

- KOMMANDOS

FACTION RULES

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.

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

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.

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

AUFSTELLUNG

1x Boss Snikrot (40mm)

Equipped with: Slugga, Mork's Teef

KEYWORDS: Epic Hero, Infantry, Character, Boss Snikrot, Smoke, Leader, Explosives
FACTION KEYWORDS: Orks

BOSS ZAGSTRUK [LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
12"	5	4+	6	6+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Da Vulcha's Klaws and Choppa	Melee	6	2+	8	-2	2

ABILITIES

CORE - Leader

Drill Boss
This unit's melee attacks have +1 to hit rolls.

Plummeting Descent
If this unit made an ingress move this turn, this unit can re-roll charge rolls.

Leader
This model can be attached to the following unit:

- STORMBOYZ

FACTION RULES

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.

CORE RULES

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.

AUFSTELLUNG

1x Boss Zagstruk [Legends]

Equipped with: Slugga, Da Vulcha's Klaws and Choppa

KEYWORDS: Infantry, Character, Epic Hero, Jump Pack, Fly, Boss Zagstruk, Leader
FACTION KEYWORDS: Orks

BOYZ

85–170 PTS

M	T	Sv	W	LD	OC
6"	5	5+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	5+	4	0	1
Burna BLAST 1, TORRENT	12"	3	-	4	0	1
Kustom Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	18"	4	5+	4	0	1
Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	5+	4	0	1
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1
➤ Kombi-rokkit - Busta Rokkit	24"	1	5+	10	-2	3
➤ Kombi-rokkit - Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	5+	4	0	1
➤ Kombi-skorcha - Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	5+	4	0	1
➤ Kombi-skorcha - Skorcha BLAST 1, TORRENT	12"	3	-	5	0	1
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	5+	4	0	1
➤ Rokkit Launcha - Busta	24"	2	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big Choppa CLEAVE 2	Melee	4	3+	7	-1	2
Choppa	Melee	3	3+	5	-1	1
Kustom Choppa	Melee	4	3+	5	-2	2
Power Klaw	Melee	3	3+	10	-2	2

ABILITIES

Ammo Runts (Once per battle, per unit)
In your Shooting phase, when this unit is selected to shoot, you can use this ability. If you do, this unit's ranged attacks have +1 to hit rolls.

Place any number of Ammo Runts tokens next to the unit, removing them when this ability is used.

Never Too Busy to Fight
Being engaged does not prevent this unit from being eligible to start an action.

Tide of Muscle
In the Fight phase, if this unit made a charge move this turn, this unit's melee attacks have [LETHAL HITS].

AUFSTELLUNG

9-18x Boy

1-2x Nob

Basegrößen: 32mm, Boss Nob (Armageddon) 40mm

Equipped with: Big Shoota, Burna, Kustom Shoota, Shoota, Slugga, ➤ Kombi-rokkit - Busta Rokkit, ➤ Kombi-rokkit - Shoota, ➤ Kombi-skorcha - Shoota, ➤ Kombi-skorcha - Skorcha, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Big Choppa, Choppa, Kustom Choppa, Power Klaw

Wargear Options:
■ For every 3 models in this unit, up to 3 models can have their Shoota replaced with 1x Big ...oota, 1x Rokkit Launcha o...

...n repla...

KEYWORDS: Infantry, Battleline, Mob, Boyz, Explosives
FACTION KEYWORDS: Orks

BOYZ

85–170 PTS

M	T	Sv	W	LD	OC
6"	5	5+	1	7+	2

FACTION RULES

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.

KEYWORDS: Infantry, Battleline, Mob, Boyz, Explosives
FACTION KEYWORDS: Orks

BREAKA BOYZ

120 PTS

M	T	Sv	W	LD	OC
6"	5	4+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rokkit pistol CLOSE-QUARTERS	12"	1	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1
Knucklebustas ANTI-MONSTER/VEHICLE 4+	Melee	4	3+	5	-2	2
Tankhammer DEVASTATING WOUNDS, HAZARDOUS	Melee	3	4+	12	-2	3
➤ Smash Hammer - Hunter (Hunter: MONSTER/VEHICLE)	Melee	3	3+	12	-2	3
➤ Smash Hammer - Standard	Melee	3	3+	7	-2	2

ABILITIES

Bomb Squig (Once per turn, twice per battle, per unit)
In your Movement phase, when this unit ends a normal move, you can select one visible enemy unit within 12" of this unit and roll one D6:

- On a 3+, that enemy unit suffers D3 mortal wounds.

Place two Bomb Squig tokens next to the unit, removing one each time this ability is used.

Trophy Hunters
This unit has +1 to charge rolls.

FACTION RULES

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.

AUFSTELLUNG

5x Breaka Boy oder Breaka Boy w/ Tankhammer oder Breaka Boy w/ Knucklebustas

1x Nob

Basegrößen: 32mm, Boss Nob 40mm

Equipped with: Rokkit pistol, Choppa, Knucklebustas, Tankhammer, ➤ Smash Hammer - Hunter (Hunter: MONSTER/VEHICLE), ➤ Smash Hammer - Standard

Wargear Options:
■ Each Nob must be equipped with 2 of: Rokkit Pistol, Smash Hammer.

KEYWORDS: Infantry, Breaka Boyz, Explosives
FACTION KEYWORDS: Orks

BURNA BOYZ [LEGENDS] 60–120 PTS

M	T	Sv	W	LD	OC
6"	5	5+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	5+	5	0	1
Burna BLAST 1, TORRENT	12"	3	-	4	0	1
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	5+	4	0	1
➤ Rokkit Launcha - Busta	24"	2	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cuttin' Flames	Melee	2	4+	4	-2	1
Gun Stock and Fists	Melee	2	3+	5	0	1

ABILITIES

Pyromaniaks
This unit's attacks that target a unit within 6" of this unit can re-roll wound rolls of 1.

FACTION RULES

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.

AUFSTELLUNG

1x Burna Boyz [Legends]

Equipped with: Big Shoota, Burna, Kustom mega-blasta, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Cuttin' Flames, Gun Stock and Fists

Wargear Options:
- This model can replace its 1 Spanner and 4 Burna Boyz with 2 Spanners and 8 Burna Boyz.
- This model can replace its Big Shoota with Kustom mega-blasta or Rokkit Launcha.

KEYWORDS: Infantry, Burna Boyz
FACTION KEYWORDS: Orks

BURNA-BOMMER

125 PTS

M	T	Sv	W	LD	OC
-	9	3+	12	7+	-

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dual Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 4	36"	6	5+	5	0	1
Dual Supa-shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 4, SUSTAINED HITS 1	36"	8	5+	6	-1	1
Skorcha Missile Rack BLAST 2, IGNORES COVER	36"	6	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Impact	Melee	3	4+	6	0	1

ABILITIES

Burna Bomb
At the end of your opponent's Fight phase, you can select one visible enemy unit (excluding Lone Operative and MONSTER/VEHICLE units) within 36" of this unit, and roll one D6 for that units. On a 2+:

- That enemy unit suffers D3 mortal wounds.
- That enemy unit cannot be hidden until the end of your next turn.
- Ranged attacks that target that enemy unit have [IGNORES COVER] until the end of your next turn.

FACTION RULES

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.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Burna-bommer (120x92mm Oval Base)

Equipped with: Dual Big Shoota, Dual Supa-shoota, Skorcha Missile Rack, Armoured Impact

KEYWORDS: Vehicle, Fly, Aircraft, Burna-bommer, Speed Freeks
FACTION KEYWORDS: Orks

DA RED GOBBO'S A-BOMB-INABLE SNOWMAN [LEGENDS]

40 PTS

M	T	Sv	W	LD	OC
6"	2	5+	3	7+	2

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom grot blasta PISTOL	12"	D3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

ABILITIES

A-bomb-inable Snowman
When this model is destroyed, its Deadly Demise ability inflicts mortal wounds on a D6 roll of 2+ instead of on a 6.

Explosive Snowballs
Once in each of your Shooting phases, you can target this unit with the Grenades stratagem for 0CP. After resolving this stratagem, this unit can make a Normal move of up to 6".

WEAPON ABILITIES

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

FACTION RULES

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.

AUFSTELLUNG

1x Da Red Gobbo's A-bomb-inable Snowman [Legends]

Equipped with: Kustom grot blasta, Close combat weapon

KEYWORDS: Epic Hero, Character, Infantry, Da Red Gobbo A-bomb-inable Snowman
FACTION KEYWORDS: Orks

DA RED GOBBO'S A-BOMB-INABLE SNOWMAN [LEGENDS]

40 PTS

M	T	Sv	W	LD	OC
6"	2	5+	3	7+	2

INVULNERABLE SAVE 5+

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Epic Hero, Character, Infantry, Da Red Gobbo A-bomb-inable Snowman
FACTION KEYWORDS: Orks

DA RED GOBBO'S TINBOY [LEGENDS]

45 PTS

M	T	Sv	W	LD	OC
6"	6	3+	5	7+	2

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Tinboy's kustom shoota	18"	D3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tinboy's klaw	Melee	3	3+	6	-1	2

ABILITIES

Redistributin' da Gifts
Once in each of your Shooting phases, you can target this unit with the Grenade Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

FACTION RULES

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.

AUFSTELLUNG

1x Da Red Gobbo's Tinboy [Legends]

Equipped with: Tinboy's kustom shoota, Tinboy's klaw

KEYWORDS: Epic Hero, Character, Da Red Gobbo, Grots, Vehicle, Walker
FACTION KEYWORDS: Orks

DA RED GOBBO'S TINBOY [LEGENDS]

45 PTS

M	T	Sv	W	LD	OC
6"	6	3+	5	7+	2

INVULNERABLE SAVE 5+

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Epic Hero, Character, Da Red Gobbo, Grots, Vehicle, Walker
FACTION KEYWORDS: Orks

DAKKAJET

125 PTS

M	T	Sv	W	LD	OC
-	9	3+	12	7+	-

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dual Supa-shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 4	36"	8	5+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Impact	Melee	3	4+	6	0	1

ABILITIES

Strafing Run
In your Shooting phase, this unit's ranged attacks that target a unit (excluding FLY units) have +1 to hit rolls.

FACTION RULES

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.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Dakkajet (120x92mm Oval Base)

Equipped with: Dual Supa-shoota, Armoured Impact

KEYWORDS: Vehicle, Fly, Aircraft, Dakkajet, Speed Freeks
FACTION KEYWORDS: Orks

DEFF DREAD

130 PTS

M	T	Sv	W	LD	OC
8"	9	2+	8	7+	3

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	5+	5	0	1
Kustom Mega-blasta HAZARDOUS	24"	3	5+	9	-2	3
Skorcha BLAST 1, TORRENT	12"	3	-	5	0	1
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	5+	4	0	1
➤ Rokkit Launcha - Busta	24"	2	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dread Klaws CLEAVE 1	Melee	5	3+	12	-2	3
Extra Klaw EXTRA ATTACKS	Melee	1	3+	12	-2	3

ABILITIES

Dead 'Ard
Attacks that target this unit have -1 D.

FACTION RULES

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.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Deff Dread (60mm)

Equipped with: Big Shoota, Kustom Mega-blasta, Skorcha, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Dread Klaws, Extra Klaw

Wargear Options:

- This model can replace its Big Shoota with Extra Klaw, Kustom Mega-blasta or Rokkit Launcha.
- This model can replace its Skorcha with Big Shoota, Extra Klaw, Kustom Mega-blasta or Rokkit Launcha.

KEYWORDS: Vehicle, Walker, Deff Dread
FACTION KEYWORDS: Orks

DEFFKILLA WARTRIKE

80 PTS

M	T	Sv	W	LD	OC
12"	6	4+	9	6+	3

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boomstikks ASSAULT, LETHAL HITS: NON-MONSTER/VEHICLE	12"	6	5+	5	0	1
Snagga Klaw ASSAULT, PRECISION	12"	1	5+	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Snagga Klaw CLEAVE 2	Melee	5	2+	7	-2	2
➤ Killa Jet - Burna CLEAVE 1, EXTRA ATTACKS	Melee	3	3+	5	-1	1
➤ Killa Jet - Cutta EXTRA ATTACKS	Melee	1	3+	10	-3	D6+2

ABILITIES

CORE - Leader

Fuel-mixa Grot
This unit has +1 to advance rolls.

Get Back in da Race! (Once per battle round, per army)
In your Movement phase, at the start or end of this unit's move, you can select one friendly SPEED FREEKS unit within 6" of this unit. That unit (and any units embarked within that unit):

- Is no longer battle-shocked.
- Is riled up until the start of your next turn.

Leader
This model can be attached to the following unit:

- WARBIKERS

FACTION RULES

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.
- 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.

AUFSTELLUNG

1x Deffkilla Wartrike (150x95mm Oval Base)

Equipped with: Boomstikks, Snagga Klaw, ➤ Killa Jet - Burna, ➤ Killa Jet - Cutta

KEYWORDS: Mounted, Warboss, Deffkilla Wartrike, Character, Speed Freeks, Leader
FACTION KEYWORDS: Orks

DEFFKILLA WARTRIKE

80 PTS

M	T	Sv	W	LD	OC
12"	6	4+	9	6+	3

INVULNERABLE SAVE 5+

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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.

KEYWORDS: Mounted, Warboss, Deffkilla Wartrike, Character, Speed Freeks, Leader
FACTION KEYWORDS: Orks

DEFFKOPTAS

85–170 PTS

M	T	Sv	W	LD	OC
12"	6	4+	4	7+	2

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom Mega-blasta HAZARDOUS, LETHAL HITS	24"	3	5+	9	-2	3
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	5+	4	0	1
➤ Rokkit Launcha- Busta LETHAL HITS	24"	2	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	3	4+	5	-1	1
Spinnin' Blades CLEAVE 1, HAZARDOUS	Melee	4	3+	5	-1	1

ABILITIES

Aerial Manoover
At the end of your opponent's Fight phase, if this unit is unengaged, you can place this unit in strategic reserves.

Deff from Above
In your Shooting phase, if this unit made an ingress move this turn, this unit's ranged attacks have +1 to hit rolls.

FACTION RULES

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.

CORE RULES

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.

AUFSTELLUNG

3-6x Deffkopta oder Deffkopta w/ Kustom mega-blasta (75x42mm Oval Base)

Equipped with: Kustom Mega-blasta, Slugga, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha- Busta, Choppa, Spinnin' Blades

KEYWORDS: Fly, Deffkoptas, Speed Freeks, Mounted, Explosives
FACTION KEYWORDS: Orks

FLASH GITZ

110–220 PTS

M	T	Sv	W	LD	OC
6"	5	4+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Snazzgun - Cutta HAZARDOUS, MELTA 2	12"	1	4+	9	-3	D3+2
➤ Snazzgun - Dakka LETHAL HITS: NON-MONSTER/VEHICLE, SUSTAINED HITS 1	24"	3	4+	6	-1	2
➤ Snazzgun - Kill Shot HAZARDOUS	36"	2	4+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1

ABILITIES

Finderz Keeperz
In your Shooting phase, if any of the following apply, this unit's ranged attacks have +1 AP.
- This unit is within range of an objective.
- The target of that attack is within range of an objective.

FACTION RULES

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.

AUFSTELLUNG

4-9x Flash Gitz (40mm)

1x Kaptin (40mm)

Equipped with: ➤ Snazzgun - Cutta, ➤ Snazzgun - Dakka, ➤ Snazzgun - Kill Shot, Choppa

KEYWORDS: Infantry, Flash Gitz, Explosives
FACTION KEYWORDS: Orks

GARGANTUAN SQUIGGOTH 500 PTS

M	T	Sv	W	LD	OC
10"	13	3+	30	7+	12

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Supa-kannon BLAST 1	60"	8	5+	12	-2	3
➤ Kannon - frag BLAST 1, RAPID FIRE 6	36"	6	5+	5	0	1
➤ Kannon - shell RAPID FIRE 2	36"	2	5+	10	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Huge tusks CLEAVE 2	Melee	6	3+	14	-3	12

ABILITIES

Walking Bastion
This unit's attacks can ignore modifiers to:

- BS/WS
- Hit rolls

TRANSPORT

Gargantuan Squiggoth
This model has a transport capacity of 22 ORKS INFANTRY models. Each MEGA ARMOUR, JUMP PACK model takes up the space of 2 models. Each GHAZGHKULL THRAKA model takes up the space of 4 models.

FACTION RULES

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.

CORE RULES

Cleave
This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

AUFSTELLUNG

1x Gargantuan Squiggoth (Hull)

Equipped with: Supa-kannon, ➤ Kannon - frag, ➤ Kannon - shell, Huge tusks

KEYWORDS: Monster, Titanic, Towering, Transport, Gargantuan Squiggoth, Frame
FACTION KEYWORDS: Orks

GARGANTUAN SQUIGGOTH 500 PTS

M	T	Sv	W	LD	OC
10"	13	3+	30	7+	12

Deadly Demise 2D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 11

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).

2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).

3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.

4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

KEYWORDS: Monster, Titanic, Towering, Transport, Gargantuan Squiggoth, Frame
FACTION KEYWORDS: Orks

GHAZGHKULL THRAKA

290 PTS

M	T	Sv	W	LD	OC
8"	10	2+	16	6+	4

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Mork's Roar - Aimed LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 4	36"	12	5+	6	-1	1
➤ Mork's Roar - Point Blank CLOSE-QUARTERS, TORRENT	9"	2D6+2	-	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Adamantine 'Eadbutt DEVASTATING WOUNDS, EXTRA ATTACKS, PRECISION	Melee	1	2+	14	-2	D3+3
Gork's Klaw CLEAVE 2, DEVASTATING WOUNDS	Melee	7	2+	14	-3	4

ABILITIES

Da Grand Warlord's Ladz
While this unit is within 3" of another friendly ORKS INFANTRY unit, this unit has Lone Operative.

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.

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.

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

FACTION RULES

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.

- 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.

AUFSTELLUNG

1x Ghazghkull Thraka

Basegrößen: 80mm, Makari 25mm

Equipped with: ➤ Mork's Roar - Aimed, ➤ Mork's Roar - Point Blank, Adamantine 'Eadbutt, Gork's Klaw

KEYWORDS: Infantry, Epic Hero, Character, Explosives, Warboss, Ghazghkull Thraka
FACTION KEYWORDS: Orks

GORKANAUT

325 PTS

M	T	Sv	W	LD	OC
9"	12	2+	20	7+	8

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dual Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 4	36"	6	5+	5	0	1
Skorcha BLAST 1, TORRENT	12"	3	-	5	0	1
➤ Deffstorm Mega-shoota - Aimed LETHAL HITS: NON-MONSTER/VEHICLE	36"	20	5+	6	-1	1
➤ Deffstorm Mega-shoota - Point Blank TORRENT	12"	3D6	-	6	-1	1
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	5+	4	0	1
➤ Rokkit Launcha - Busta	24"	2	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Klaw of Gork CLEAVE 3	Melee	6	3+	18	-3	6

ABILITIES

Big an' Stompy
This unit's melee attacks can re-roll hit rolls of 1.

Gut Hatch
In your Movement phase, when this unit ends a normal move, units embarked within this unit can make an assault disembark move.

TRANSPORT

Gorkanaut
This model has a transport capacity of 12 ORKS INFANTRY models It cannot transport GHAZGHKULL THRAKA models. Each MEGA ARMOUR/JUMP PACK model takes up the space of 2 models.

FACTION RULES

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.

AUFSTELLUNG

1x Gorkanaut (170x109mm Oval Base)

Equipped with: Dual Big Shoota, Skorcha, ➤ Deffstorm Mega-shoota - Aimed, ➤ Deffstorm Mega-shoota - Point Blank, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Klaw of Gork

KEYWORDS: Vehicle, Titanic, Towering, Walker, Transport, Gorkanaut
FACTION KEYWORDS: Orks

GORKANAUT

325 PTS

M	T	Sv	W	LD	OC
9"	12	2+	20	7+	8

INVULNERABLE SAVE 6+

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

KEYWORDS: Vehicle, Titanic, Towering, Walker, Transport, Gorkanaut
FACTION KEYWORDS: Orks

GRETCHIN

45–80 PTS

M	T	Sv	W	LD	OC
6"	2	6+	1	8+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grot Blasta CLOSE-QUARTERS	12"	1	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Scavenged Shivs	Melee	1	5+	2	0	1

ABILITIES

Downtrodden
For the purposes of transport capacity, each 2 Gretchin models (rounding up) take up the space of 1 model.

Thievin' Scavengers
At the end of your Movement phase, if this unit is controlling an objective, that objective is secured.

FACTION RULES

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.

AUFSTELLUNG

10-20x Gretchin

Basegrößen: 25mm, Runtherd 32mm

Equipped with: Grot Blasta, Scavenged Shivs

KEYWORDS: Infantry, Gretchin, Grots
FACTION KEYWORDS: Orks

GROT MEGA-TANK [LEGENDS]

110 PTS

M	T	Sv	W	LD	OC
8"	9	3+	12	8+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dual Big Shoota LETHAL HITS: NON-	36"	6	4+	5	0	1
Dual Grotzooka BLAST 1, IGNORES COVER, TWIN-LINKED	18"	D3+3	4+	6	-1	1
Dual Kustom Mega-blasta HAZARDOUS, TWIN-LINKED	24"	3	4+	9	-2	3
Dual Skorcha BLAST 1, TORRENT, TWIN-LINKED	12"	3	-	5	0	1
Mega-tank Weapons RAPID FIRE 10	18"	10	4+	5	0	1
➤ Dual Rokkit Launcha - Blasta BLAST 2, TWIN-LINKED	24"	2	5+	4	0	1
➤ Dual Rokkit Launcha - Busta TWIN-LINKED	24"	2	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	6	4+	4	0	1

ABILITIES

Bizarrely Resilient
Attacks that target this unit have -1 AP.

FACTION RULES

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.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Grot Mega-Tank [Legends]

Equipped with: Dual Big Shoota, Dual Grotzooka, Dual Kustom Mega-blasta, Dual Skorcha, Mega-tank Weapons, ➤ Dual Rokkit Launcha - Blasta, ➤ Dual Rokkit Launcha - Busta, Armoured Hull

Wargear Options:

- This model must be equipped with 2 of: Dual Big Shoota, Dual Grotzooka, Dual Kustom Mega-blasta, Dual Rokkit Launcha, Dual Skorcha.

KEYWORDS: Vehicle, Grot Mega-Tank, Grots, Frame
FACTION KEYWORDS: Orks

GROT TANKS [LEGENDS] 155–310 PTS

M	T	Sv	W	LD	OC
10"	6	3+	5	8+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grot Tank Shoota DEVASTATING WOUNDS, RAPID FIRE 2	36"	3	4+	5	0	1
Grotzooka BLAST 1, IGNORES COVER	18"	D3+3	4+	6	-1	1
Kustom Mega-blasta HAZARDOUS	24"	3	4+	9	-2	3
Skorcha BLAST 1, TORRENT	12"	3	-	5	0	1
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	4+	4	0	1
➤ Rokkit Launcha - Busta	24"	2	4+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ramshackle Hull	Melee	3	5+	6	0	1

ABILITIES

Scatter! (Once per phase, per unit)
In your opponent's Movement phase, when an enemy unit ends a move within 8" of this unit, if this unit is unengaged, this unit can make a normal move of up to 6".

FACTION RULES

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.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

4-8x Grot Tank w/ Grot tank shoota oder Grot Tank w/ Grotzooka oder Grot Tank w/ Kustom mega-blasta oder Grot Tank w/ Rokkit launcha oder Grot Tank w/ Skorcha

2x Grot Tank w/ additional weapon

Equipped with: Grot Tank Shoota, Grotzooka, Kustom Mega-blasta, Skorcha, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Ramshackle Hull

Wargear Options:
■ Each Grot Tank w/ additional weapon must be equipped with 2 of: Skorcha, Grot Tank Shoota, kkit Launcha, Kustom Mec Grotzooka.

KEYWORDS: Vehicle, Grot Tanks, Grots, Frame
FACTION KEYWORDS: Orks

GROTMAS GITZ [LEGENDS] 40 PTS

M	T	Sv	W	LD	OC
10"	3	4+	5	7+	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bludgeoning bag of gifts	Melee	3	3+	3	0	1
Massive gift-filled gob EXTRA ATTACKS	Melee	3	4+	4	-2	2

ABILITIES

Bludgeoning Cheer
Each time this model ends a Normal, Advance, Fall Back or Charge move, select one enemy unit within 3" of this model and roll six D6: for each 4+, that enemy unit suffers 1 mortal wound. That enemy unit must then take a Battle-shock test.

Gifts for All! (Aura)
While a GRETCHIN unit is within 6" of this model, that unit's Thievin' Scavengers ability is successful on D6 rolls of 2+, instead of rolls of 4+.

WEAPON ABILITIES

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.

FACTION RULES

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.

AUFSTELLUNG

1x Grotmas Gitz [Legends]

Equipped with: Bludgeoning bag of gifts, Massive gift-filled gob

KEYWORDS: Epic Hero, Character, Mounted, Gretchin, Fly, Grotmas Gitz
FACTION KEYWORDS: Orks

GROTMAS GITZ [LEGENDS] 40 PTS

M	T	Sv	W	LD	OC
10"	3	4+	5	7+	2

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Scouts D6+4"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Epic Hero, Character, Mounted, Gretchin, Fly, Grotmas Gitz
FACTION KEYWORDS: Orks

GUNWAGON

150 PTS

M	T	Sv	W	LD	OC
10"	12	3+	16	7+	5

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	5+	5	0	1
Killkannon ANTI-INFANTRY 3+, BLAST 1, RAPID FIRE 4	24"	4	4+	6	-3	2
Lobba BLAST 3, INDIRECT FIRE	48"	3	4+	5	0	1
Zzap Gun ANTI-MONSTER/VEHICLE 4+, DEVASTATING WOUNDS: MONSTER/VEHICLE, RAPID FIRE 2, SUSTAINED HITS 2	36"	2	4+	8	-2	4
➤ Kannon - Frag BLAST 3, RAPID FIRE 4	36"	4	4+	5	0	1
➤ Kannon - Shell RAPID FIRE 2	36"	2	4+	10	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushin' Bulk CLEAVE 2	Melee	6	3+	8	-2	2
Grabbin' Klaw EXTRA ATTACKS	Melee	2	3+	10	-2	2
Wreckin' Ball CLEAVE 2, EXTRA ATTACKS	Melee	1	3+	10	0	D6

ABILITIES

Mobile Arsenal
In your Shooting phase, this unit's ranged attacks can re-roll hit rolls of 1.

TRANSPORT

Gunwagon
This model has a transport capacity of 12 ORKS INFANTRY models. Each MEGA ARMOUR/JUMP PACK model takes up the space of 2 models. Each GHAZGHKULL THRAKA model takes up the space of 4 models.

FACTION RULES

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.

AUFSTELLUNG

1x Gunwagon (Use model)

Equipped with: Big Shoota, Killkannon, Lobba, Zzap Gun, ➤ Kannon - Frag, ➤ Kannon - Shell, Crushin' Bulk, Grabbin' Klaw, Wreckin' Ball

Wargear Options:
- This model can be equipped with up to 4x Big Shoota.
- This model can be equipped with 1x Grabbin' Klaw.
- This model can be equipped with 1x Wreckin' Ball.
- This model can replace its Kannon with Killkannon or Zzap Gun.

KEYWORDS: Vehicle, Transport, Frame, Wagon, Gunwagon
FACTION KEYWORDS: Orks

GUNWAGON

150 PTS

M	T	Sv	W	LD	OC
10"	12	3+	16	7+	5

INVULNERABLE SAVE 6+

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Transport, Frame, Wagon, Gunwagon
FACTION KEYWORDS: Orks

HORDEBOSS [CRUCIBLE]

75 PTS

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

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

AUFSTELLUNG

1x Hordeboss [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

...argear Options:
...model can be equipped ...
...raktor blasta ...
...shoot...

KEYWORDS: Character, Infantry, Hordeboss, Crucible, Grenades
FACTION KEYWORDS: Orks

HORDEBOSS [CRUCIBLE] 75 PTS

M	T	Sv	W	LD	OC
6"	5	4+	5	7+	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
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

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.

More Lads, More Swagger
Improve this model's Leadership characteristic by 1 for every 5 models in this unit.

KEYWORDS: Character, Infantry, Hordeboss, Crucible, Grenades
FACTION KEYWORDS: Orks

HORDEBOSS [CRUCIBLE] 75 PTS

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

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

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:

- Boyz
- Nobz

WEAPON ABILITIES

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.

KEYWORDS: Character, Infantry, Hordeboss, Crucible, Grenades
FACTION KEYWORDS: Orks

HORDEBOSS [CRUCIBLE] 75 PTS

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

FACTION RULES

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.

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.

KEYWORDS: Character, Infantry, Hordeboss, Crucible, Grenades
FACTION KEYWORDS: Orks

HUNTA RIG

165 PTS

M	T	Sv	W	LD	OC
10"	10	3+	16	7+	5

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stikka Kannon ANTI-MONSTER/VEHICLE 2+	12"	1	5+	12	-2	3
'Eavy Lobba BLAST 2, INDIRECT FIRE	48"	3	5+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Butcha Boyz ANTI-MONSTER/VEHICLE 4+	Melee	4	3+	5	-1	1
Savage Horns and Hooves EXTRA ATTACKS, LANCE	Melee	4	4+	8	-1	3
Saw Blades CLEAVE 1, EXTRA ATTACKS	Melee	6	3+	10	-2	2

ABILITIES

Fully Loaded Butchery
This unit's Butcha Boyz weapon has +2 A for each model embarked within this unit (to a maximum of +22 A).

Tramplasquig Charge
When you target this unit with the Crushing Impact stratagem, that use is -1 CP.

TRANSPORT

Hunta Rig
This model has a transport capacity of 22 BEAST SNAGGAS INFANTRY models.

FACTION RULES

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.

AUFSTELLUNG

1x Hunta Rig (170x109mm Oval Base)

Equipped with: Stikka Kannon, 'Eavy Lobba, Butcha Boyz, Savage Horns and Hooves, Saw Blades

KEYWORDS: Transport, Beast Snagga, Hunta Rig, Monster, Wagon
FACTION KEYWORDS: Orks

HUNTA RIG

165 PTS

M	T	Sv	W	LD	OC
10"	10	3+	16	7+	5

INVULNERABLE SAVE 6+

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 11

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).

2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).

3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.

4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

KEYWORDS: Transport, Beast Snagga, Hunta Rig, Monster, Wagon
FACTION KEYWORDS: Orks

KAPTIN BADRUKK [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
6"	5	3+	6	7+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1
➤ Da Rippa - Standard HEAVY, SUSTAINED HITS 1	24"	3	5+	7	-2	2
➤ Da Rippa - Supercharge HAZARDOUS, HEAVY, SUSTAINED HITS 1	24"	3	5+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	3	3+	5	-1	1

ABILITIES

CORE - Leader

Ded Glowy Ammo (Aura)
Enemy units within 6" of this model have -1 T.

Flashiest Gitz
This unit's ranged attacks can re-roll hit rolls.

Leader
This model can be attached to the following unit:

- FLASH GITZ

FACTION RULES

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.

CORE RULES

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.

AUFSTELLUNG

1x Kaptin Badrukk [Legends]

Equipped with: Slugga, ➤ Da Rippa - Standard, ➤ Da Rippa - Supercharge, Choppa

KEYWORDS: Epic Hero, Infantry, Character, Kaptin Badrukk, Leader
FACTION KEYWORDS: Orks

KILL RIG

175 PTS

M	T	Sv	W	LD	OC
10"	10	3+	16	7+	5

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stikka Kannon ANTI-MONSTER/VEHICLE 2+	12"	1	5+	12	-2	3
Wurrtower HAZARDOUS, PSYCHIC, TORRENT	24"	1	-	12	-3	6
'Eavy Lobba BLAST 2, INDIRECT FIRE	48"	3	5+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Butcha Boyz ANTI-MONSTER/VEHICLE 4+	Melee	4	3+	5	-1	1
Savage Horns and Hooves EXTRA ATTACKS, LANCE	Melee	4	4+	8	-1	3
Saw Blades CLEAVE 1, EXTRA ATTACKS	Melee	6	3+	10	-2	2

ABILITIES

Wurrboy (psyker level 1)
This model has the psychic abilities listed in the Psychic Abilities section.

TRANSPORT

Kill Rig
This model has a transport capacity of 12 BEAST SNAGGAS INFANTRY models.

PSYCHIC ABILITIES

Warpath (psyker level 1)
In the Fight phase, when this unit is selected to fight, 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's melee attacks have [LETHAL HITS] and [PSYCHIC].

Beastscent (psyker level 1)
In your Movement phase, when a unit embarked within this unit is selected to make a disembark move, 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.

- That disembarking unit's attacks that target a MONSTER/VEHICLE unit have +1 to wound rolls until the end of the turn.

Roar of Mork (psychic level 1)
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.

Visions of Violence (psychic level 1)
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.

AUFSTELLUNG

1x Kill Rig (170x109mm Oval Base)

Equipped with: Stikka Kannon, Wurrtower, 'Eavy Lobba, Butcha Boyz, Savage Horns and Hooves, Saw Blades

KEYWORDS: Transport, Psyker, Beast Snagga, Kill Rig, Monster, Wagon
FACTION KEYWORDS: Orks

KILL RIG

175 PTS

M	T	Sv	W	LD	OC
10"	10	3+	16	7+	5

INVULNERABLE SAVE 6+

FACTION RULES

Unstable Energies

ORKS PSYKER units with this ability have a psyker level of 1 or higher, specified in that unit's abilities. Each psychic ability has a psychic level of 1 or higher, specified in that ability's name.

In a battle round, a friendly ORKS PSYKER unit can use a number of psychic abilities whose total psychic level does not exceed that PSYKER unit's psyker level.

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.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Transport, Psyker, Beast Snagga, Kill Rig, Monster, Wagon
FACTION KEYWORDS: Orks

KILL TANK [LEGENDS]

300 PTS

M	T	Sv	W	LD	OC
12"	12	3+	24	6+	10

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	5+	5	0	1
Lobba BLAST 3, INDIRECT FIRE	48"	3	5+	5	0	1
Skorcha BLAST 1, TORRENT	12"	3	-	5	0	1
Zzap Gun ANTI-MONSTER/VEHICLE 4+, DEVASTATING WOUNDS: MONSTER/VEHICLE, RAPID FIRE 2, SUSTAINED HITS 2	36"	2	5+	8	-2	4
➤ Kannon - Frag BLAST 2	48"	2D6	5+	6	-1	1
➤ Kannon - Shell HEAVY	48"	2	5+	12	-3	D3+3
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	5+	4	0	1
➤ Rokkit Launcha - Busta	24"	2	5+	10	-2	3
➤ Tank Kannon - Blasta BLAST 2	48"	10	5+	6	-1	1
➤ Tank Kannon - Tankhamma HEAVY	48"	2	5+	16	-3	D6+6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushin' Bulk CLEAVE 2	Melee	6	3+	8	-2	2
Deff Rolla	Melee	6	3+	10	-2	3

ABILITIES

Da Biggest Boom
In your Shooting phase, when this unit has shot, you can select one enemy unit hit by this unit's Tank Kannon attacks. If you do, enemy units (excluding MONSTER/VEHICLE units) within 3" of that enemy unit make a battle-shock roll.

Rolling Fortress
When an attack targets a friendly ORKS unit that is not fully visible to the attacking model because of this unit, the target has the benefit of cover against that attack.

TRANSPORT

Kill Tank
This model has a transport capacity of 12 Orks Infantry models. Each Mega Armour, Jump Pack model takes up the space of 2 models. Each Ghazghkull Thraka model takes up the space of 4 models.

AUFSTELLUNG

1x Kill Tank [Legends]

Equipped with: Big Shoota, Lobba, Skorcha, Zzap Gun, ➤ Kannon - Frag, ➤ Kannon - Shell, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, ➤ Tank Kannon - Blasta, ➤ Tank Kannon - Tankhamma, Crushin' Bulk, Deff Rolla

Wargear Options:
- This model can replace its 2 Big Shootas with 2 Rokkit Launchas or 2 Skorchas.
- This model can be equipped with up to 2x Big Shoota.
- This model can replace its Tank Kannon and Crushing Bulk with Deff Rolla and 3 Zzap Guns.

This model must be equipped wit
Lobba, Kannon, Zzap G

KEYWORDS: Vehicle, Transport, Kill Tank, Wagon, Frame
FACTION KEYWORDS: Orks

KILL TANK [LEGENDS]

300 PTS

M	T	Sv	W	LD	OC
12"	12	3+	24	6+	10

FACTION RULES

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.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 12
This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).

2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).

3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.

4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

KEYWORDS: Vehicle, Transport, Kill Tank, Wagon, Frame
FACTION KEYWORDS: Orks

KILLA KANS

130–275 PTS

M	T	Sv	W	LD	OC
8"	7	3+	5	8+	2

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Kan Blasta - Dakka BLAST 1, IGNORES COVER, SUSTAINED HITS 1	24"	4	4+	6	-1	1
➤ Kan Blasta - Kill Shot	24"	2	4+	10	-2	3
➤ Kan Blasta - Point Blank BLAST 2, TORRENT	12"	3	-	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Kan Klaw	Melee	3	4+	8	-2	3

ABILITIES

Spiteful Power Trip
This unit's attacks that target a unit that has no models with a T of 7+ have +1 to hit rolls.

FACTION RULES

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.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

3-6x Killa Kan (60mm)

Equipped with: ➤ Kan Blasta - Dakka, ➤ Kan Blasta - Kill Shot, ➤ Kan Blasta - Point Blank, Kan Klaw

KEYWORDS: Vehicle, Walker, Killa Kans, Grots
FACTION KEYWORDS: Orks

KOMMANDOS

125 PTS

M	T	Sv	W	LD	OC
6"	5	5+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burna BLAST 1, TORRENT	12"	3	-	4	0	1
Kustom Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	18"	4	5+	4	0	1
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	5+	4	0	1
➤ Rokkit Launcha - Busta	24"	2	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big Choppa CLEAVE 2	Melee	4	3+	7	-1	2
Breacha Ram	Melee	2	4+	8	-2	2
Choppa	Melee	3	3+	5	-1	1
Power Klaw	Melee	3	3+	10	-2	2

ABILITIES

Bomb Squig (Once per battle, per unit)
In your Movement phase, when this unit ends a normal move, you can select one visible enemy unit within 12" of this unit and roll one D6:

- On a 3+, that enemy unit suffers D3 mortal wounds.

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

Found 'Em!
In your Movement phase, you can select one enemy unit within 12" of this unit. That unit has +3" detection range until the end of the turn.

Place one Kommando Grot token next to that enemy unit to remind you.

Nowhere to Hide
This unit's attacks that target a hidden unit have +1 to hit rolls.

Taktikal Know-wotz
In the Declare Battle Formations step, you can split this unit into two units, each with a starting strength of 5. If you do, select which one of those units will have the Bomb Squig ability and which one of those units will have the Found 'Em! ability.

FACTION RULES

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.

AUFSTELLUNG

9x Kommandos w/ Slugga and choppa oder Kommandos w/ Kustom shoota oder Kommandos w/ Breacha ram oder Kommandos w/ Burna oder Kommandos w/ Rokkit launcha (32mm)

1x Nob (32mm)

Equipped with: Burna, Kustom Shoota, Slugga, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Big Choppa, Breacha Ram, Choppa, Power Klaw

Wargear Options:
- This model can be equipped with 1x Kustom Shoota, 1x Burna or 1x Rokkit Launcha.
- Each Nob can replace its Choppa [illegible] Power Klaw or Big Chop[illegible]

KEYWORDS: Infantry, Kommandos, Smoke, Explosives
FACTION KEYWORDS: Orks

KOMMANDOS

125 PTS

M	T	Sv	W	LD	OC
6"	5	5+	1	7+	1

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Infantry, Kommandos, Smoke, Explosives
FACTION KEYWORDS: Orks

LIFTA WAGON [LEGENDS] 135 PTS

M	T	Sv	W	LD	OC
10"	10	3+	16	7+	5

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	5+	5	0	1
Lifta-droppa ANTI-VEHICLE 3+	36"	4	5+	6	-3	D6+1
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	5+	4	0	1
➤ Rokkit Launcha - Busta	24"	2	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushin' Bulk CLEAVE 1	Melee	6	3+	8	-2	2
Grabbin' Klaw EXTRA ATTACKS	Melee	2	3+	10	-2	2
Wreckin' ball CLEAVE 2, EXTRA ATTACKS	Melee	1	3+	10	0	D6

ABILITIES

Da Bigger Dey Are, Da Better Dey Drop
In your Shooting phase, when this unit's Lifta-droppa destroys an enemy MONSTER/VEHICLE model with Deadly Demise, that enemy model suffers a Deadly Demise on a roll of 3+, instead of a 6.

FACTION RULES

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.

AUFSTELLUNG

1x Lifta Wagon [Legends]

Equipped with: Big Shoota, Lifta-droppa, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Crushin' Bulk, Grabbin' Klaw, Wreckin' ball

Wargear Options:
- This model can be equipped with one of: 2 Big Shootas, 2 Rokkit Launchas, 1 Big Shoota and 1 Rokkit Launcha.

KEYWORDS: Vehicle, Lifta Wagon, Frame, Wagon
FACTION KEYWORDS: Orks

LIFTA WAGON [LEGENDS] 135 PTS

M	T	Sv	W	LD	OC
10"	10	3+	16	7+	5

INVULNERABLE SAVE 6+

CORE RULES

Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Lifta Wagon, Frame, Wagon
FACTION KEYWORDS: Orks

LOOTAS [LEGENDS]

50–100 PTS

M	T	Sv	W	LD	OC
6"	5	5+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	5+	5	0	1
Deffgun HEAVY, RAPID FIRE 1	48"	2	6+	8	-1	2
Kustom Mega-blasta HAZARDOUS	24"	3	5+	9	-2	3
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	5+	4	0	1
➤ Rokkit Launcha - Busta	24"	2	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Gun Stock and Fists	Melee	2	3+	5	0	1

ABILITIES

Dat's Our Loot
- This unit's ranged attacks can re-roll hit rolls of 1.
- This unit's ranged attacks that target a unit within range of an objective can re-roll hit rolls.

FACTION RULES

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.

AUFSTELLUNG

1x Lootas [Legends]

Equipped with: Big Shoota, Deffgun, Kustom Mega-blasta, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Gun Stock and Fists

Wargear Options:
- This model can replace its 1 Spanner and 4 Lootas with 2 Spanners and 8 Lootas.
- This model can replace its Big Shoota with Kustom Mega-blasta or Rokkit Launcha.

KEYWORDS: Infantry, Lootas
FACTION KEYWORDS: Orks

MAD DOK GROTSNIK [LEGENDS]

65 PTS

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

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power Klaw	Melee	4	3+	10	-2	2
'Urty syringe ANTI-INFANTRY 4+, DEVASTATING WOUNDS: INFANTRY, EXTRA ATTACKS, PRECISION	Melee	1	3+	2	0	D6

ABILITIES

CORE - Leader

Mad Dok
In your Command phase, select one friendly ORKS INFANTRY unit within 6" of this model, and select one of the following:

- That unit heals 3 wounds.

- <ins>Or:</ins> If all models in that unit have their starting number of wounds, revive one CHARACTER model in that unit.

One Scalpel Short of a Medpack
When this unit is selected to make a fall-back move, that fall-back move does not prevent this unit from being eligible to declare a charge.

Leader
This model can be attached to the following units:

- BOYZ
- BURNA BOYZ
- LOOTAS
- NOBZ
- TANKBUSTAS

FACTION RULES

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.

CORE RULES

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.

AUFSTELLUNG

1x Mad Dok Grotsnik [Legends]

Equipped with: Slugga, Power Klaw, 'Urty syringe

KEYWORDS: Epic Hero, Character, Infantry, Painboy, Mad Dok Grotsnik, Leader
FACTION KEYWORDS: Orks

MEGANOBZ

70–210 PTS

M	T	Sv	W	LD	OC
5"	6	2+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Kombi-weapon - Kill Shot	24"	1	5+	10	-2	3
➤ Kombi-weapon - Point Blank BLAST 1, TORRENT	12"	3	-	5	0	1
➤ Kombi-weapon - Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	5+	4	0	1
➤ Kustom Shoota - Aimed LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	18"	4	5+	4	0	1
➤ Kustom Shoota - Point Blank CLOSE-QUARTERS, TORRENT	6"	D3+3	-	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Killsaw	Melee	3	4+	10	-2	3
Power Klaw	Melee	3	3+	10	-2	2
Twin Killsaw TWIN-LINKED	Melee	3	4+	10	-2	3

ABILITIES

Arrogant Invulnerability
Attacks that target this unit have -1 AP.

Krumpin' Time
In the Fight phase, if this unit is riled up, this unit has +1 to hit rolls.

FACTION RULES

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.

AUFSTELLUNG

2-6x Meganob w/ Kustom Shoota and Power Klaw oder Meganob w/ Kombi-weapon and Power Klaw oder Meganob w/ Kombi-weapon and Killsaw oder Meganob w/ Kustom Shoota and Killsaw oder Meganob w/ Twin Killsaw (40mm)

Equipped with: ➤ Kombi-weapon - Kill Shot, ➤ Kombi-weapon - Point Blank, ➤ Kombi-weapon - Shoota, ➤ Kustom Shoota - Aimed, ➤ Kustom Shoota - Point Blank, Killsaw, Power Klaw, Twin Killsaw

Wargear Options:

- This model's Kustom Shoota can be replaced with 1x Kombi-weapon.
- This model's Kustom Shoota and Power Klaw can be replaced with 1x Kombi-weapon and Killsaw.

KEYWORDS: Infantry, Meganobz, Mega Armour, Explosives
FACTION KEYWORDS: Orks

MEK

55 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom Mega-slugga CLOSE-QUARTERS, HAZARDOUS	12"	3	4+	8	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Mek's Toolz	Melee	3	3+	5	0	1

ABILITIES

CORE - Support

Clever Know-wotz
In your Movement phase, at the start or end of this unit's move, you can select one friendly ORKS VEHICLE model (excluding AIRCRAFT/TITANIC models) within 3" of this model:

- That VEHICLE model heals D3 wounds.
- That VEHICLE model's attacks have +1 to hit rolls until the start of your next Movement phase.

Kustom Dakka
This unit's ranged attacks have [IGNORES COVER].

Leader
This model can be attached to the following units:

- BOYZ
- FLASH GITZ
- MEK GUNZ
- NOBZ
- TANKBUSTAS

FACTION RULES

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.

CORE RULES

Support
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.

AUFSTELLUNG

1x Mek (32mm)

Equipped with: Kustom Mega-slugga, Mek's Toolz

KEYWORDS: Character, Infantry, Mek, Explosives, Support
FACTION KEYWORDS: Orks

MEK GUNZ

55–165 PTS

M	T	Sv	W	LD	OC
5"	6	4+	6	8+	2

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bubblechukka BLAST 3, LETHAL HITS	48"	8	4+	3	-3	1
Kustom Mega-kannon BLAST 1, HAZARDOUS	36"	D3+1	4+	12	-2	4
Smasha Gun BLAST 1	48"	4	4+	7	-3	3
Traktor Kannon ANTI-FLY 2+	48"	2	4+	6	-2	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Scavenged Shivs	Melee	5	5+	2	0	1

ABILITIES

Madcap Artillery
In your Shooting phase, when this unit has shot, if all ranged weapons equipped by each Mek Gunz model in this unit are the same, select one enemy unit hit by those attacks. That enemy unit has the ability below that matches that weapon's name until the start of your next turn:

- Bubblechukka: This unit is wobbled. While a wobbled unit is attacking, its targets have the benefit of cover against those attacks.
- Kustom Mega-kannon: This unit is zapped. While a unit is zapped, that unit has -1 Ld.
- Smash Gun: This unit is smashed. While a unit is smashed, that unit has -2" M.
- Tracktor Kannon: This unit is grounded. While a unit is grounded, it cannot take to the skies.

Place five Grot Crew tokens next to each Mek Gun model, removing one each time its Mek Gun model loses a wound (a Mek Gun model itself is considered to represent its final wound).

FACTION RULES

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.

AUFSTELLUNG

1-3x Mek Gun w/ Smasha Gun oder Mek Gun w/ Bubblechukka oder Mek Gun w/ Kustom Mega-kannon oder Mek Gun w/ Traktor Kannon (Hull)

Equipped with: Bubblechukka, Kustom Mega-kannon, Smasha Gun, Traktor Kannon, Scavenged Shivs

KEYWORDS: Vehicle, Mek Gunz, Grots, Frame
FACTION KEYWORDS: Orks

MEKBOY WORKSHOP [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
-	9	4+	10	7+	0

ABILITIES

Fortification
While an enemy unit is engaged with only FORTIFICATION units:

- That enemy unit can be selected as a target of ranged attacks.

- When shooting that enemy unit, those ranged attacks have -1 to hit rolls (excluding [CLOSE-QUARTERS] attacks).

- When that enemy unit is selected to make a fall-back move, if that enemy unit is only engaged with FORTIFICATION units, and that enemy unit is not battle-shocked, hazard rolls made for that enemy unit are automatically passed.

Ramshackle Cover
When an attack targets a unit that is not fully visible to the attacking model because of this unit, the target has the benefit of cover against that attack.

Workshop
When this unit is set up, all parts of it must be set up in a single group, in which each part is within 1" of another part.

At the end of the Movement phase, each friendly ORKS VEHICLE within 6" of this unit heals D3 wounds. Each friendly ORKS VEHICLE unit can only be affected by this ability once per turn.

FACTION RULES

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.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Mekboy Workshop [Legends]

KEYWORDS: Fortification, Vehicle, Mekboy Workshop
FACTION KEYWORDS: Orks

MORKANAUT

345 PTS

M	T	Sv	W	LD	OC
9"	12	2+	20	7+	8

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Dual Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 4	36"	6	4+	5	0	1
Kustom Mega-blasta HAZARDOUS	24"	3	4+	9	-2	3
Kustom Mega-zappa BLAST 1, HAZARDOUS	36"	3	4+	12	-2	4
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	4+	5	0	1
➤ Rokkit Launcha - Busta	24"	2	4+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Klaw of Mork CLEAVE 2	Melee	5	3+	18	-3	6

ABILITIES

Big an' Shooty
In your Shooting phase, this unit's ranged attacks can re-roll hit rolls of 1.

Gut Hatch
In your Movement phase, when this unit ends a normal move, units embarked within this unit can make an assault disembark move.

TRANSPORT

Morkanaut
This model has a transport capacity of 12 ORKS INFANTRY models. In cannot transport GHAZGHKULL THRAKA models. Each MEGA ARMOUR/JUMP PACK model takes up the space of 2 models.

FACTION RULES

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.

AUFSTELLUNG

1x Morkanaut (170x109mm Oval Base)

Equipped with: 2x Dual Big Shoota, Kustom Mega-blasta, Kustom Mega-zappa, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Klaw of Mork

KEYWORDS: Vehicle, Titanic, Towering, Transport, Walker, Morkanaut
FACTION KEYWORDS: Orks

MORKANAUT

345 PTS

M	T	Sv	W	LD	OC
9"	12	2+	20	7+	8

INVULNERABLE SAVE 5+

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

KEYWORDS: Vehicle, Titanic, Towering, Transport, Walker, Morkanaut
FACTION KEYWORDS: Orks

MOZROG SKRAGBAD

170 PTS

M	T	Sv	W	LD	OC
10"	9	3+	10	6+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Thump Gun ANTI-MONSTER/VEHICLE 4+	18"	3	5+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big Chompa's Jaws ANTI-MONSTER/VEHICLE 3+, EXTRA ATTACKS	Melee	3	3+	7	-2	4
➤ Gutrippa - Hunter (Hunter: MONSTER/VEHICLE) LETHAL HITS	Melee	6	2+	12	-2	D6+1
➤ Gutrippa - Standard CLEAVE 1	Melee	6	2+	9	-2	2

ABILITIES

Beast Snagga Following
While this unit is within 3" of a friendly BEAST SNAGGA unit (excluding MONSTER CHARACTER units), this unit has Lone Operative.

Da Bigger Dey Iz…
This unit's melee attacks that target a MONSTER/VEHICLE unit can re-roll wounds rolls.

One Last Kill
In the Fight phase, when this model is destroyed, if this unit has not been selected to fight this phase, roll one D6:

- On a 2+, do not remove this model from the battlefield. When this unit has fought, or at the end of the phase (whichever comes first), this model is removed from the battlefield.

FACTION RULES

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.

AUFSTELLUNG

1x Mozrog Skragbad (80mm)

Equipped with: Thump Gun, Big Chompa's Jaws, ➤ Gutrippa - Hunter (Hunter: MONSTER/VEHICLE), ➤ Gutrippa - Standard

KEYWORDS: Epic Hero, Character, Beast Snagga, Mozrog Skragbad, Monster
FACTION KEYWORDS: Orks

NAZDREG

165 PTS

M	T	Sv	W	LD	OC
5"	7	2+	8	6+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom Blasta X - Gatler HAZARDOUS	24"	6	4+	9	-2	3
Kustom Blasta X - Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	18"	4	4+	5	-1	1
Kustom Blasta X - Skorcha BLAST 1, TORRENT	12"	3	-	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Kustom Blasta X CLEAVE 1, EXTRA ATTACKS	Melee	6	2+	5	-1	1
Moonchewa CLEAVE 1, TWIN-LINKED	Melee	5	2+	12	-2	3

ABILITIES

CORE - Leader

Intimidating Motivation (Once per battle round, per army)
In your Movement phase, at the start or end of this unit's move, you can select one friendly ORKS unit within 6" of this unit. That unit:

- Is no longer battle-shocked.
- Is riled up until the start of your next turn.

Nazdreg's Know-wotz
- This unit has Deep Strike
- This unit's ranged attacks have [IGNORES COVER].

Supreme Kunnin' (Once per phase, per army)
In your opponent's Movement phase, when an enemy unit ends a move within 8" of this unit, if this unit is unengaged, this unit can:

- Make a normal move of up to D6".
- <ins>Or:</ins> If this unit is riled up, make a normal move of up to 5".

Leader
This model can be attached to the following unit:

- MEGANOBZ

FACTION RULES

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.
- 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.

AUFSTELLUNG

1x Nazdreg (60mm)

Equipped with: Kustom Blasta X - Gatler, Kustom Blasta X - Shoota, Kustom Blasta X - Skorcha, Kustom Blasta X, Moonchewa

KEYWORDS: Infantry, Epic Hero, Character, Warboss, Mega Armour, Nazdreg, Leader
FACTION KEYWORDS: Orks

NAZDREG

165 PTS

M	T	Sv	W	LD	OC
5"	7	2+	8	6+	1

INVULNERABLE SAVE 5+

CORE RULES

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.

KEYWORDS: Infantry, Epic Hero, Character, Warboss, Mega Armour, Nazdreg, Leader
FACTION KEYWORDS: Orks

NOBZ

115–230 PTS

M	T	Sv	W	LD	OC
6"	5	4+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Skorcha BLAST 2, TORRENT	18"	3	-	5	-1	1
Kustom Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE	18"	8	5+	4	0	1
Kustom Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	18"	4	5+	4	0	1
➤ Kombi-rokkit - Busta Rokkit	24"	1	5+	10	-2	3
➤ Kombi-rokkit - Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big Choppa CLEAVE 2	Melee	4	3+	7	-1	2
Kustom Choppa	Melee	4	3+	5	-2	2
Kustom Krumpa	Melee	3	3+	10	-2	2

ABILITIES

Ammo Runts (Once per battle, per unit)
In your Shooting phase, when this unit is selected to shoot, you can use this ability. If you do, this unit's ranged attacks have +1 to hit rolls.

Place any number of Ammo Runt tokens next to the unit, removing them when this ability is used.

Get Out da Way!
While making a charge move, this unit can move through models (excluding MONSTER/VEHICLE models).

Paired Krumpas
Attacks made with this model's Kustom Krumpa weapon can re-roll hit rolls and wound rolls.

FACTION RULES

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.

AUFSTELLUNG

5-10x Nob w/ Kustom Shoota and Kustom Krumpa oder Nob w/ Kombi-rokkit and Kustom Krumpa (32mm)

Equipped with: Big Skorcha, Kustom Big Shoota, Kustom Shoota, ➤ Kombi-rokkit - Busta Rokkit, ➤ Kombi-rokkit - Shoota, Big Choppa, Kustom Choppa, Kustom Krumpa

Wargear Options:
- This model's Kustom Shoota can be replaced with 1x Kombi-rokkit.
- This model's Kustom Krumpa and Kustom Shoota can be replaced with 1x Big Choppa, 1x Kustom Choppa or 1x Kustom Choppa.

KEYWORDS: Infantry, Nobz, Explosives
FACTION KEYWORDS: Orks

PAINBOSS

60 PTS

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

INVULNERABLE SAVE 6+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Beast Snagga Klaw ANTI-MONSTER/VEHICLE 4+	Melee	3	3+	10	-2	2

ABILITIES

CORE - Support

Hardy Bioniks
Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

Push Dat Bit Back In (Once per battle, per unit)
In your Command phase, select one friendly BEAST SNAGGA unit within 6" of this unit. That unit heals 3 wounds.

Place a Grot Orderly token next to the unit, removing it when this ability is used.

Runnin' wiv da Herd
While this model is attached to a MOUNTED unit, this model:

- Does not have INFANTRY.
- Has MOBILE and MOUNTED.
- Has +4" M.

Leader
This model can be attached to the following unit:

- BEAST SNAGGA BOYZ
- SQUIGHOG BOYZ

FACTION RULES

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.

CORE RULES

Support
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.

AUFSTELLUNG

1x Painboss (40mm)

Equipped with: Beast Snagga Klaw

KEYWORDS: Character, Infantry, Beast Snagga, Painboss, Support
FACTION KEYWORDS: Orks

PAINBOY

45 PTS

M	T	Sv	W	LD	OC
6"	5	5+	3	7+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dok's Toolz	Melee	3	3+	10	-2	2
'Urty syringe ANTI-INFANTRY 4+, DEVASTATING WOUNDS: INFANTRY, EXTRA ATTACKS	Melee	1	3+	2	0	D6

ABILITIES

CORE - Support

Catch Dat Red Bit (Once per battle, per unit)
When this model uses its Crude Surgery ability, you can add D3 to the number of wounds healed.
Place a Grot Orderly token next to the unit, removing it when this ability is used.

Crude Surgery
In your Command phase, this unit heals 3 wounds.

Leader
This model can be attached to the following units:
- BOYZ
- BREAKA BOYZ
- FLASH GITZ
- NOBZ
- TANKBUSTAS

FACTION RULES

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.

CORE RULES

Support
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.

AUFSTELLUNG

1x Painboy (32mm)

Equipped with: Dok's Toolz, 'Urty syringe

KEYWORDS: Infantry, Character, Painboy, Support
FACTION KEYWORDS: Orks

RUKKATRUKK SQUIGBUGGIES

85–160 PTS

M	T	Sv	W	LD	OC
12"	7	4+	9	7+	3

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Sawn-off Shotgun ASSAULT, LETHAL HITS: NON-MONSTER/VEHICLE	12"	2	5+	4	0	1
Squig Launchas IGNORES COVER	24"	D6+6	4+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Saw Blades CLEAVE 1	Melee	4	3+	7	-1	2

ABILITIES

Squig Barrage
In your Shooting phase, when this unit has shot, select one enemy unit (excluding MONSTER/VEHICLE units) hit by this unit's Squig Launchas weapons. That enemy unit is covered in Squigs until the start of your next turn:

- While a unit is covered in Squigs, that unit's attacks have -1 to hit rolls.

FACTION RULES

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.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1-2x Rukkatrukk Squigbuggy (150 x 95mm)

Equipped with: Sawn-off Shotgun, Squig Launchas, Saw Blades

KEYWORDS: Vehicle, Rukkatrukk Squigbuggy, Speed Freeks, Explosives
FACTION KEYWORDS: Orks

RUNTHERD

10 PTS

M	T	Sv	W	LD	OC
6"	5	5+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Runtherd's Toolz	Melee	3	3+	5	0	1

ABILITIES

CORE - Support

That'll Learn Ya (Once per battle round, per unit)
When this unit becomes battle-shocked, if this unit contains 4+ Gretchin models, you can roll one D3:

- That number of Gretchin models in this unit are destroyed.

- That unit is no longer battle-shocked.

Leader
This model can be attached to the following units:

- GRETCHIN

FACTION RULES

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.

CORE RULES

Support
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.

AUFSTELLUNG

1x Runtherd (32mm)

Equipped with: Slugga, Runtherd's Toolz

KEYWORDS: Infantry, Character, Support, Runtherd
FACTION KEYWORDS: Orks

SQUIGHOG BOYZ

130–260 PTS

M	T	Sv	W	LD	OC
10"	6	4+	4	7+	2

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Saddlegit's Shiv ASSAULT	9"	1	4+	3	0	1
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1
Stikka (ranged) ANTI-MONSTER/VEHICLE 4+, ASSAULT	9"	1	5+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big Choppa ANTI-MONSTER/VEHICLE 4+, CLEAVE 2	Melee	4	3+	7	-1	2
Squig Jaws EXTRA ATTACKS	Melee	3	4+	6	-1	2
Stikka (melee) ANTI-MONSTER/VEHICLE 4+	Melee	3	3+	5	-1	2

ABILITIES

Bomb Squig (Once per battle, per unit)
In your Movement phase, when this unit ends a normal move, you can select one visible enemy unit within 12" of this unit and roll one D6:

- On a 3+, that enemy unit suffers D3 mortal wounds.

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

Brutal Impact
If this unit made a charge move this turn, this unit's attacks have +1 D.

FACTION RULES

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.

AUFSTELLUNG

1-2x Nob on Smasha Squig

3-6x Squighog Boy

Basegrößen: 75x42mm Oval Base, Nob on Smasha Squig 90x52.5mm Oval Base

Equipped with: Saddlegit's Shiv, Slugga, Stikka (ranged), Big Choppa, Squig Jaws, Stikka (melee)

KEYWORDS: Mounted, Beast Snagga, Squighog Boyz, Explosives, Mobile
FACTION KEYWORDS: Orks

STOMPA

700 PTS

M	T	Sv	W	LD	OC
10"	14	2+	30	6+	12

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	5+	5	0	1
Deffkannon and Supa-rokkits BLAST 2	72"	12	5+	14	-3	D6+2
Skorcha BLAST 2, TORRENT	12"	3	-	5	-1	1
Twin big shoota RAPID FIRE 2, TWIN-LINKED	36"	3	5+	5	0	1
➤ Supa-gatler - Aimed LETHAL HITS: NON-MONSTER/VEHICLE, SUSTAINED HITS 1	24"	30	5+	7	-2	2
➤ Supa-gatler - Point Blank TORRENT	12"	3D6+3	-	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Mega-choppa CLEAVE 4	Melee	6	3+	24	-4	10

ABILITIES

Idol of Belligerence
In your Movement phase, when a unit embarked within this unit is selected to make a disembark move, that unit is riled up until the start of your next turn.

Waaagh! Effigy
This unit is riled up.

TRANSPORT

Stompa
This model has a transport capacity of 22 ORKS INFANTRY models. Each MEGA ARMOUR/JUMP PACK model takes up the space of 2 models. Each GHAZGHKULL THRAKA model takes up the space of 4 models.

FACTION RULES

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.

AUFSTELLUNG

1x Stompa (Hull)

Equipped with: Big Shoota, Deffkannon and Supa-rokkits, Skorcha, Twin big shoota, ➤ Supa-gatler - Aimed, ➤ Supa-gatler - Point Blank, Mega-choppa

KEYWORDS: Vehicle, Transport, Titanic, Towering, Walker, Stompa, Frame
FACTION KEYWORDS: Orks

STOMPA

700 PTS

M	T	Sv	W	LD	OC
10"	14	2+	30	6+	12

INVULNERABLE SAVE 5+

CORE RULES

Deadly Demise 2D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.

- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

KEYWORDS: Vehicle, Transport, Titanic, Towering, Walker, Stompa, Frame
FACTION KEYWORDS: Orks

STORMBOYZ

70–140 PTS

M	T	Sv	W	LD	OC
12"	5	5+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	3	3+	5	-1	1
Kustom Choppa	Melee	4	3+	5	-2	2
Power Klaw	Melee	3	3+	10	-2	2

ABILITIES

Rokkit Charge
When this unit is selected to fight, if this unit made a charge move this turn, you can use this ability. If you do, this unit's melee attacks have:

- +1 A and S.

- [HAZARDOUS].

FACTION RULES

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.

AUFSTELLUNG

4-9x Stormboy (32mm)

1x Nob (32mm)

Equipped with: Slugga, Choppa, Kustom Choppa, Power Klaw

Wargear Options:

- Each Nob can replace its Kustom Choppa with Power Klaw.

KEYWORDS: Infantry, Jump Pack, Fly, Stormboyz, Explosives
FACTION KEYWORDS: Orks

TANKBUSTAS

160 PTS

M	T	Sv	W	LD	OC
6"	5	4+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rokkit pistol CLOSE-QUARTERS	12"	1	4+	10	-2	3
➤ Busta Rokkit Launcha - Hunter (Hunter: MONSTER/VEHICLE)	24"	3	4+	12	-2	3
➤ Busta Rokkit Launcha - Standard	24"	2	4+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1
Gitstikka	Melee	3	3+	5	0	1
➤ Smash Hammer - Hunter (Hunter: MONSTER/VEHICLE)	Melee	3	3+	12	-2	3
➤ Smash Hammer - Standard	Melee	3	3+	7	-2	2

ABILITIES

Bomb Squig (Once per turn, twice per battle, per unit)
In your Movement phase, when this unit ends a normal move, you can select one visible enemy unit within 12" of this unit and roll one D6:

- On a 3+, that enemy unit suffers D3 mortal wounds.

Place two Bomb Squig tokens next to the unit, removing one each time this ability is used.

Pulsa Rokkit (Once per battle, per unit)
In your Shooting phase, when this unit is selected to shoot, you can select one enemy MONSTER/VEHICLE unit within 24" of this unit. If you do, this unit's attacks that target that unit have:

- +1 AP.
- [LETHAL HITS].

Rokkit Barrage
In your Shooting phase, when this unit has shot, select one enemy unit hit by those attacks. That unit makes a battle-shock roll, with -1 to that battle-shock roll.

FACTION RULES

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.

AUFSTELLUNG

1x Nob

5x Tankbusta w/ Busta Rokkit Launcha oder Tankbusta w/ Two Busta Rokkit Launchas oder Tankbusta w/ Pulsa rokkit

Basegrößen: 32mm, Boss Nob 40mm

Equipped with: Rokkit pistol, ➤ Busta Rokkit Launcha - Hunter (Hunter: MONSTER/VEHICLE), ➤ Busta Rokkit Launcha - Standard, Choppa, Gitstikka, ➤ Smash Hammer - Hunter (Hunter: MONSTER/VEHICLE), ➤ Smash Hammer - Standard

Wargear Options:
- Each Nob must be equipped with [illegible] Rokkit Pistol, Smash

KEYWORDS: Infantry, Tankbustas, Explosives
FACTION KEYWORDS: Orks

TRUKK

60 PTS

M	T	Sv	W	LD	OC
12"	8	4+	10	7+	2

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dual Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 4	36"	6	5+	5	0	1
➤ Rokkit Launcha - Blasta BLAST 2	24"	2	5+	4	0	1
➤ Rokkit Launcha - Busta	24"	2	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Buzzsaw CLEAVE 1, EXTRA ATTACKS	Melee	2	3+	6	-1	2
Grabbin' Klaw EXTRA ATTACKS	Melee	2	3+	10	-2	2
Spiked Ram CLEAVE 1	Melee	3	3+	6	0	1

ABILITIES

Pilin' Out
In your opponent's Movement phase, when an enemy unit ends a move within 8" of this model, units embarked within this model can make a disembark move using the rapid disembark mode.

TRANSPORT

Trukk
This model has a transport capacity of 12 ORKS INFANTRY models. It cannot transport GHAZGHKULL THRAKA/JUMP PACK models. Each MEGA ARMOUR model takes up the space of 2 models.

FACTION RULES

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.

AUFSTELLUNG

1x Trukk (Hull)

Equipped with: Dual Big Shoota, ➤ Rokkit Launcha - Blasta, ➤ Rokkit Launcha - Busta, Buzzsaw, Grabbin' Klaw, Spiked Ram

Wargear Options:
- This model can replace its Dual Big Shoota with Rokkit Launcha.
- This model can be equipped with one of: Grabbin' Klaw, Buzzsaw.

KEYWORDS: Dedicated Transport, Vehicle, Transport, Trukk, Frame, Speed Freeks
FACTION KEYWORDS: Orks

TRUKK

60 PTS

M	T	Sv	W	LD	OC
12"	8	4+	10	7+	2

INVULNERABLE SAVE 6+

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 12

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).

2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).

3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.

4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

KEYWORDS: Dedicated Transport, Vehicle, Transport, Trukk, Frame, Speed Freeks
FACTION KEYWORDS: 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

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:
[illegible] model can be equipped [illegible] Traktor blasta [illegible] Shoot[illegible]

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

UPSTART GRETCHIN [CRUCIBLE]

40 PTS

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

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
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

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.

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

UPSTART GRETCHIN [CRUCIBLE]

40 PTS

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

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 ABILITIES

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.

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

UPSTART GRETCHIN [CRUCIBLE]

40 PTS

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

FACTION RULES

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.

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.

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

WARBIKERS

75–140 PTS

M	T	Sv	W	LD	OC
12"	6	4+	3	7+	2

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dual Dakkagun ASSAULT, LETHAL HITS: NON-MONSTER/VEHICLE	18"	6	5+	5	0	1
➤ Dual Kombi-rokkit - Busta Rokkit ASSAULT	24"	2	5+	10	-2	3
➤ Dual Kombi-rokkit - Dakkagun ASSAULT, LETHAL HITS: NON-MONSTER/VEHICLE	18"	6	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	3	3+	5	-1	1
Kustom Choppa	Melee	4	3+	5	-2	2

ABILITIES

High-speed Carnage
If this unit made a charge move this turn, this unit's melee attacks have:
- +1 S and D.

FACTION RULES

Waaagh!
Friendly ORKS with this ability can:
- Re-roll advance rolls.
- Become riled up, as stated in other rules.

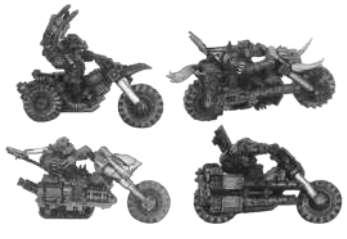
While a unit is riled up:
- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

AUFSTELLUNG

2-5x Warbiker (75x42mm Oval Base)

1x Biker Nob (75x42mm Oval Base)

Equipped with: Dual Dakkagun, ➤ Dual Kombi-rokkit - Busta Rokkit, ➤ Dual Kombi-rokkit - Dakkagun, Choppa, Kustom Choppa



KEYWORDS: Mounted, Warbikers, Speed Freeks, Explosives
FACTION KEYWORDS: Orks

WARBOSS

100 PTS

M	T	Sv	W	LD	OC
6"	6	4+	6	6+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	18"	4	5+	4	0	1
➤ Kombi-rokkit - Busta Rokkit	24"	1	5+	10	-2	3
➤ Kombi-rokkit - Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	5+	4	0	1
➤ Kombi-skorcha - Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 1	18"	2	5+	4	0	1
➤ Kombi-skorcha - Skorcha BLAST 1, TORRENT	12"	3	-	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Kustom Choppa CLEAVE 2	Melee	6	2+	7	-2	2
Power Klaw	Melee	6	2+	12	-2	2

ABILITIES

CORE - Leader

Boss' Ammo Runt (Once per battle, per unit)
In your Shooting phase, when this unit is selected to shoot, you can use this ability. If you do, this model's ranged attacks have +1 to hit rolls.

Place a Boss' Ammo Runt token next to the unit, removing it when this ability is used.

Intimidating Motivation (Once per battle round, per army)
In your Movement phase, at the start or end of this unit's move, you can select one friendly ORKS unit within 6" of this unit. That unit:

- Is no longer battle-shocked.
- Is riled up until the start of your next turn.

Might is Right
If this unit made a charge move this turn, this model's melee attacks have:

- +3 A.
- +2 S.

Leader
This model can be attached to the following units:

- BOYZ
- BREAKA BOYZ
- NOBZ

FACTION RULES

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.
- 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.

AUFSTELLUNG

1x Warboss (40mm)

Equipped with: Kustom Shoota, ➤ Kombi-rokkit - Busta Rokkit, ➤ Kombi-rokkit - Shoota, ➤ Kombi-skorcha - Shoota, ➤ Kombi-skorcha - Skorcha, Kustom Choppa, Power Klaw

Wargear Options:
- This model can replace its Kustom Choppa with Power Klaw.
- This model can replace its Kustom Shoota with Kombi-skorcha or Kombi-rokkit.

KEYWORDS: Warboss, Character, Infantry, Grenades, Leader
FACTION KEYWORDS: Orks

WARBOSS

100 PTS

M	T	Sv	W	LD	OC
6"	6	4+	6	6+	1

INVULNERABLE SAVE 5+

CORE RULES

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.

KEYWORDS: Warboss, Character, Infantry, Grenades, Leader
FACTION KEYWORDS: Orks

WARBOSS IN MEGA ARMOUR

115 PTS

M	T	Sv	W	LD	OC
5"	7	2+	7	6+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	36"	3	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
'Uge Choppa CLEAVE 2	Melee	5	2+	12	-2	3

ABILITIES

CORE - Leader

Intimidating Motivation (Once per battle round, per army)
In your Movement phase, at the start or end of this unit's move, you can select one friendly ORKS unit within 6" of this unit. That unit:

- Is no longer battle-shocked.
- Is riled up until the start of your next turn.

Krushin' Impetus
When this unit ends a charge move, you can select one enemy unit engaged with this unit. If you do, roll one D6 for each model in this unit engaged with that enemy unit:

- For each 3+, that enemy unit suffers 1 mortal wound.

Leader
This model can be attached to the following unit:

- MEGANOBZ

FACTION RULES

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.
- 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.

CORE RULES

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.

AUFSTELLUNG

1x Warboss in Mega Armour (50mm)

Equipped with: Big Shoota, 'Uge Choppa

KEYWORDS: Character, Infantry, Warboss in Mega Armour, Mega Armour, Warboss, Leader
FACTION KEYWORDS: Orks

WARBOSS ON WARBIKE [LEGENDS]

75 PTS

M	T	Sv	W	LD	OC
12"	6	4+	7	6+	2

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dual Dakkagun ASSAULT, LETHAL HITS: NON-MONSTER/VEHICLE	18"	6	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big Choppa CLEAVE 2	Melee	6	2+	9	-1	2
Killsaw	Melee	6	3+	12	-2	3
Power Klaw	Melee	6	2+	12	-2	2

ABILITIES

CORE - Leader

Get Back in Da Race
In your Movement phase, at the start or end of this unit's move, you can select one friendly SPEED FREEKS unit within 6" of this unit. That unit (and any units embarked within that unit):

- Is no longer battle-shocked.
- Is riled up until the start of your next turn.

Speedboss
This unit's melee attacks have +1 to hit rolls.

Leader
This model can be attached to the following units:

- WARBIKERS

FACTION RULES

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.
- 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.

CORE RULES

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.

AUFSTELLUNG

1x Warboss on Warbike [Legends]

Equipped with: Dual Dakkagun, Big Choppa, Killsaw, Power Klaw

Wargear Options:
■ This model can replace its Killsaw with Big Choppa or Power Klaw.

KEYWORDS: Mounted, Character, Speed Freeks, Warboss, Leader, Explosives
FACTION KEYWORDS: Orks

WARBUGGIES

70–130 PTS

M	T	Sv	W	LD	OC
12"	7	4+	9	7+	3

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Extra Dakka ASSAULT, LETHAL HITS: NON-MONSTER/VEHICLE, SUSTAINED HITS 1	12"	4	5+	5	-1	1
➤ Mek Speshul - Aimed ASSAULT, LETHAL HITS: NON-MONSTER/VEHICLE, SUSTAINED HITS 1	24"	14	4+	5	-1	1
➤ Mek Speshul - Point Blank ASSAULT, TORRENT	6"	2D6+2	-	5	-1	1
➤ Rivet Kannon - Aimed ANTI-INFANTRY 4+, ASSAULT, DEVASTATING WOUNDS: INFANTRY	24"	6	4+	7	-2	2
➤ Rivet Kannon - Point Blank ANTI-INFANTRY 4+, ASSAULT, DEVASTATING WOUNDS: INFANTRY, TORRENT	6"	D3+1	-	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spiked Ram CLEAVE 1	Melee	4	3+	7	-1	2

ABILITIES

Drive-by Skorchin'
In your Movement phase, you can select one visible enemy unit (excluding MONSTER/VEHICLE units) within 6" of this unit:

- That enemy unit cannot be targeted with the Fire Overwatch stratagem until the end of the turn.

FACTION RULES

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.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1-2x Warbuggies w/ Rivet Kannon oder Warbuggies w/ Mek Speshul (150 x 95mm)

Equipped with: Extra Dakka, ➤ Mek Speshul - Aimed, ➤ Mek Speshul - Point Blank, ➤ Rivet Kannon - Aimed, ➤ Rivet Kannon - Point Blank, Spiked Ram

KEYWORDS: Speed Freeks, Warbuggies, Vehicle, Explosives
FACTION KEYWORDS: Orks

WARPHEAD [CRUCIBLE]

65 PTS

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

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

AUFSTELLUNG

1x Warphead [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

...argear Options:
...model can be equipped ...
...raktor blasta ...
...hoot...

KEYWORDS: Character, Infantry, Crucible, Psyker, Warphead
FACTION KEYWORDS: Orks

WARPHEAD [CRUCIBLE]

65 PTS

M	T	Sv	W	LD	OC
6"	5	5+	4	7+	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
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

ABILITIES

CORE - Leader

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.

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.

KEYWORDS: Character, Infantry, Crucible, Psyker, Warphead
FACTION KEYWORDS: Orks

WARPHEAD [CRUCIBLE] 65 PTS

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

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

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:

- Boyz
- Nobz
- Gretchin

PSYCHIC ABILITIES

Roar of Mork (psychic level 1)
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.

Visions of Violence (psychic level 1)
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.

WEAPON ABILITIES

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+.*

KEYWORDS: Character, Infantry, Crucible, Psyker, Warphead
FACTION KEYWORDS: Orks

WARPHEAD [CRUCIBLE]

65 PTS

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

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.

FACTION RULES

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.

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.

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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.

KEYWORDS: Character, Infantry, Crucible, Psyker, Warphead
FACTION KEYWORDS: Orks

WARTRAKKS

70–130 PTS

M	T	Sv	W	LD	OC
12"	6	4+	7	7+	3

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom Shoota LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 2	18"	4	5+	4	0	1
Multi-busta Launcha	24"	D3+3	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Kustom Choppa	Melee	4	3+	5	-2	2

ABILITIES

Bust 'Em
In your Shooting phase, when this unit has shot, select one enemy unit hit by those attacks. That enemy unit is busted until the end of the turn:

- Friendly SPEED FREEKS units' attacks that target a busted unit have [LETHAL HITS].

Speednob Support
While each model in this unit is within 3" of a friendly SPEED FREEKS unit (excluding WARTRAKK units), this unit has Lone Operative.

FACTION RULES

Waaagh!
Friendly ORKS with this ability can:

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

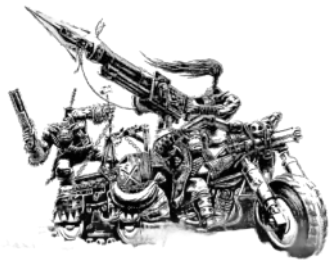
While a unit is riled up:

- 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.

AUFSTELLUNG

1-2x Wartrakk (105 x 70mm)

Equipped with: Kustom Shoota, Multi-busta Launcha, Kustom Choppa



KEYWORDS: Mounted, Speed Freeks, Wartrakks
FACTION KEYWORDS: Orks

WAZBOM BLASTAJET

215 PTS

M	T	Sv	W	LD	OC
-	9	3+	12	7+	-

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dual Supa-shoota IGNORES COVER, LETHAL HITS: NON-MONSTER/VEHICLE, RAPID FIRE 4	36"	8	4+	6	-1	1
Dual Tellyport Mega-blasta BLAST 1, IGNORES COVER, RAPID FIRE 6	24"	6	4+	9	-2	3
Dual Wazbom Mega-kannon HAZARDOUS, IGNORES COVER	36"	4	4+	12	-2	4
Smasha Gun IGNORES COVER	48"	4	4+	6	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Impact	Melee	3	4+	6	0	1

ABILITIES

Blastajet Force Field
Models in this unit:

- Have 5+ InSv.
- Do not have SMOKE.

Go fer da Weak Spot
In your Shooting phase, this unit's ranged attacks that target a MONSTER/VEHICLE unit have +1 to wound rolls.

FACTION RULES

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.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Wazbom Blastajet (150x95mm Oval Base)

Equipped with: Dual Supa-shoota, Dual Tellyport Mega-blasta, Dual Wazbom Mega-kannon, Smasha Gun, Armoured Impact

Wargear Options:

- This model can replace its Dual Wazbom Mega-kannon with Dual Tellyport Mega-blasta.

KEYWORDS: Vehicle, Aircraft, Fly, Wazbom Blastajet, Speed Freeks, Smoke
FACTION KEYWORDS: Orks

WAZDAKKA GUTSMEK

200 PTS

M	T	Sv	W	LD	OC
14"	8	3+	10	6+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grabba Dragga ASSAULT, PRECISION	12"	1	2+	10	-2	3
Psyko-gatler ASSAULT, LETHAL HITS: NON-MONSTER/VEHICLE, SUSTAINED HITS 1	24"	12	4+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Fixit's Wrench EXTRA ATTACKS	Melee	1	4+	3	0	1
Grabba Dragga CLEAVE 2, LANCE	Melee	6	2+	10	-2	3
Speeding Bulk and Flaming Exhaust CLEAVE 1, EXTRA ATTACKS	Melee	3	2+	5	-1	1

ABILITIES

Full Throttle
In your Command phase, select one Throttlerokkit Shokka Engine ability. This unit has that ability until the start of your next Command phase.

THROTTLEROKKIT SHOKKA ENGINE

Turbo Engine
When this unit is selected to make an advance/fall-back move, that move does not prevent this unit from being eligible to declare a charge.

Pulse Jet
In your Movement phase, when this unit is selected to move, if this unit is unengaged, this unit can make a pulse jet move.

Shokk Attack Engine
In your Command phase, if this unit is unengaged, you can place this unit in strategic reserves.

FACTION RULES

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.

AUFSTELLUNG

1x Wazdakka Gutsmek (120mm)

Equipped with: Grabba Dragga, Psyko-gatler, Fixit's Wrench, Speeding Bulk and Flaming Exhaust

KEYWORDS: Epic Hero, Character, Wazdakka Gutsmek, Mounted, Vehicle, Speed Freeks, Smoke
FACTION KEYWORDS: Orks

WAZDAKKA GUTSMEK

200 PTS

M	T	Sv	W	LD	OC
14"	8	3+	10	6+	3

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

KEYWORDS: Epic Hero, Character, Wazdakka Gutsmek, Mounted, Vehicle, Speed Freeks, Smoke
FACTION KEYWORDS: Orks

WEIRDBOY

60 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Power Vomit BLAST 1, HAZARDOUS, PSYCHIC, TORRENT	12"	3	-	5	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Copper Staff PSYCHIC	Melee	3	3+	8	-1	2

ABILITIES

CORE - Support

Waaagh! Energy (psyker level 1)
This model has the psychic abilities listed in the Psychic Abilities section.

Leader
This model can be attached to the following unit:

- BEAST SNAGGA BOYZ
- BOYZ

PSYCHIC ABILITIES

Da Jump (psychic level 1, once per army, per battle round)
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.
- Place this unit in strategic reserves.
- This unit has Deep Strike.

Warpath (psychic level 1)
In the Fight phase, when this unit is selected to fight, 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's melee attacks can re-roll wound rolls of 1.
- This unit's melee attacks have [PSYCHIC].

Roar of Mork (psychic level 1)
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.

Visions of Violence (psychic level 1)
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.

AUFSTELLUNG

1x Weirdboy (40mm)

Equipped with: Power Vomit, Copper Staff

KEYWORDS: Weirdboy, Character, Infantry, Psyker, Support
FACTION KEYWORDS: Orks

WEIRDBOY

60 PTS

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

FACTION RULES

Unstable Energies

ORKS PSYKER units with this ability have a psyker level of 1 or higher, specified in that unit's abilities. Each psychic ability has a psychic level of 1 or higher, specified in that ability's name.

In a battle round, a friendly ORKS PSYKER unit can use a number of psychic abilities whose total psychic level does not exceed that PSYKER unit's psyker level.

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.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Support

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.

KEYWORDS: Weirdboy, Character, Infantry, Psyker, Support
FACTION KEYWORDS: Orks

ZODGROD WORTSNAGGA

50 PTS

M	T	Sv	W	LD	OC
6"	5	5+	5	7+	1

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Squigstoppa ANTI-MONSTER/VEHICLE 4+, CLOSE-QUARTERS, DEVASTATING WOUNDS: MONSTER/VEHICLE	12"	1	5+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Da Grabzappa	Melee	5	2+	7	-2	2

ABILITIES

CORE - Leader

Super Runts
- This unit is riled up.
- This unit's Scavenged Shivs weapons have +1 A, WS and S.

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

FACTION RULES

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.

CORE RULES

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.

AUFSTELLUNG

1x Zodgrod Wortsnagga (50mm)

Equipped with: Squigstoppa, Da Grabzappa

KEYWORDS: Epic Hero, Character, Infantry, Zodgrod Wortsnagga, Leader, Runtherd
FACTION KEYWORDS: Orks

PUNKTELISTE

EINHEIT	PUNKTE
Bannernob	30 pts
Battlewagon	160 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Beast Snagga Boyz	80 pts (bis 10 Modelle) · 160 pts (ab 11 Modellen) · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Beastboss	85 pts
Beastboss on Squigosaur	140 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Big Mek	100 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Big Mek Dakkarig	160 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Big Mek in Mega Armour	90 pts
Big Mek with Shokk Attack Gun	110 pts · ab der 2. gleichnamigen Einheit im Heer: +15 pts
Big Trakk [Legends]	90 pts
Big'ed Bossbunka	135 pts
Bigboss	50 pts
Blitza-bommer	115 pts
Boss Snikrot	80 pts
Boss Zagstruk [Legends]	90 pts
Boyz	85 pts (bis 10 Modelle) · 170 pts (ab 11 Modellen) · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Breaka Boyz	120 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Burna Boyz [Legends]	60 pts (bis 5 Modelle) · 120 pts (ab 6 Modellen)
Burna-bommer	125 pts
Da Red Gobbo's A-bomb-inable Snowman [Legends]	40 pts
Da Red Gobbo's Tinboy [Legends]	45 pts
Dakkajet	125 pts
Deff Dread	130 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Deffkilla Wartrike	80 pts
Deffkoptas	85 pts (bis 3 Modelle) · 170 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Flash Gitz	110 pts (bis 5 Modelle) · 220 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +40 pts
Gargantuan Squiggoth	500 pts · ab der 2. gleichnamigen Einheit im Heer: +100 pts
Ghazghkull Thraka	290 pts
Gorkanaut	325 pts · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Gretchin	45 pts (bis 10 Modelle) · 80 pts (ab 11 Modellen)
Grot Mega-Tank [Legends]	110 pts
Grot Tanks [Legends]	155 pts (bis 4 Modelle) · 310 pts (ab 5 Modellen)
Grotmas Gitz [Legends]	40 pts
Gunwagon	150 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Hordeboss [Crucible]	75 pts · +5 pts (Sonderbedingung)

EINHEIT	PUNKTE
Hunta Rig	165 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Kaptin Badrukk [Legends]	80 pts
Kill Rig	175 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Kill Tank [Legends]	300 pts
Killa Kans	130 pts (bis 3 Modelle) · 275 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +40 pts
Kommandos	125 pts
Lifta Wagon [Legends]	135 pts
Lootas [Legends]	50 pts (bis 5 Modelle) · 100 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Mad Dok Grotsnik [Legends]	65 pts
Meganobz	70 pts (bis 2 Modelle) · 105 pts (3 Modelle) · 175 pts (4–5 Modelle) · 210 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +40 pts
Mek	55 pts
Mek Gunz	55 pts (bis 1 Modell) · 110 pts (2 Modelle) · 165 pts (ab 3 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Mekboy Workshop [Legends]	80 pts
Morkanaut	345 pts · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Mozrog Skragbad	170 pts
Nazdreg	165 pts
Nobz	115 pts (bis 5 Modelle) · 230 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Painboss	60 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Painboy	45 pts
Rukkatrukk Squigbuggies	85 pts (bis 1 Modell) · 160 pts (ab 2 Modellen)
Runtherd	10 pts
Squighog Boyz	130 pts (bis 4 Modelle) · 260 pts (ab 5 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Stompa	700 pts · ab der 2. gleichnamigen Einheit im Heer: +100 pts
Stormboyz	70 pts (bis 5 Modelle) · 140 pts (ab 6 Modellen)
Tankbustas	160 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Trukk	60 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Upstart Gretchin [Crucible]	40 pts · +5 pts (Sonderbedingung)
Warbikers	75 pts (bis 3 Modelle) · 140 pts (ab 4 Modellen)
Warboss	100 pts
Warboss in Mega Armour	115 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Warboss on Warbike [Legends]	75 pts
Warbuggies	70 pts (bis 1 Modell) · 130 pts (ab 2 Modellen)
Warphead [Crucible]	65 pts · +5 pts (Sonderbedingung)
Wartrakks	70 pts (bis 1 Modell) · 130 pts (ab 2 Modellen)
Wazbom Blastajet	215 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Wazdakka Gutsmek	200 pts

EINHEIT	PUNKTE
Weirdboy	60 pts
Zodgrod Wortsnagga	50 pts

ENHANCEMENTS — BLITZ BRIGADE

ENHANCEMENT	PUNKTE
Targetin' Gizmos	25 pts
Boss Boomer	10 pts

ENHANCEMENTS — BRUTE BOSSES

ENHANCEMENT	PUNKTE
Brutal But Kunnin'	30 pts
Surly As A Squiggoth	25 pts
Da Gobshot Thunderbuss	20 pts
Blitzboss	20 pts
Proper Killy	15 pts
Morgog's Finkin' Cap	50 pts

ENHANCEMENTS — BULLY BOYZ

ENHANCEMENT	PUNKTE
Tellyporta Boss	20 pts
Wimp-kickaz	15 pts

ENHANCEMENTS — DA BIG HUNT

ENHANCEMENT	PUNKTE
It Came From Da Drops	20 pts
Glory Hog	25 pts

ENHANCEMENTS — DREAD MOB

ENHANCEMENT	PUNKTE
Cybork Boosta	10 pts
Dreadherder	30 pts

ENHANCEMENTS — FLYBOYZ

ENHANCEMENT	PUNKTE
Impulsive Recon	15 pts
Flyboss	20 pts

ENHANCEMENTS — GREEN TIDE

ENHANCEMENT	PUNKTE
Ferocious Show-off	15 pts

ENHANCEMENT	PUNKTE
'Ardboyz	25 pts

ENHANCEMENTS — KAPTIN KILLERS

ENHANCEMENT	PUNKTE
Tellyporta	—
Gnasher Squig Crates	—

ENHANCEMENTS — KULT OF SPEED

ENHANCEMENT	PUNKTE
Competitive Streak	15 pts
Smoky Gubbinz	10 pts

ENHANCEMENTS — MADCAP MEKS

ENHANCEMENT	PUNKTE
Mekwaaagh! Mastermind	30 pts
Enhanced Runt-maw	10 pts
Temperamental Shokka	20 pts

ENHANCEMENTS — RAMSHIP RAIDERS

ENHANCEMENT	PUNKTE
Living Battering Ram	0 pts
Scarred Brute	0 pts

ENHANCEMENTS — RUNT SWARM

ENHANCEMENT	PUNKTE
Minefield Detail	10 pts
Extra Sneaky	10 pts

ENHANCEMENTS — SHOOTA BOYZ

ENHANCEMENT	PUNKTE
Supa-glowy Fing	25 pts
Targetin' Squigs	20 pts

ENHANCEMENTS — TAKTIKAL BRIGADE

ENHANCEMENT	PUNKTE
Kill Kommanda	20 pts
Throat-slittas	15 pts

ENHANCEMENTS — WAR HORDE

ENHANCEMENT	PUNKTE
Da Boss Is Watchin'	25 pts
Headwoppa’s Killchoppa	15 pts
Kunnin’ But Brutal	20 pts
Follow Me Ladz	20 pts

ENHANCEMENTS — WRECKAS

ENHANCEMENT	PUNKTE
Kaptin's Hat	25 pts
Supa-snazz Dakka	25 pts

ENHANCEMENTS — WURRBAND

ENHANCEMENT	PUNKTE
Warphead	25 pts
Da Krunch	10 pts
'Eadbanger	15 pts