

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 PISTOL	12"	1	4+	3	0	1
Kombi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	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
Kustom shoota RAPID FIRE 2	18"	4	5+	4	0	1
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	12"	1	5+	4	0	1
CLOSE-QUARTERS						
Snazzgun HEAVY SUSTAINED HITS 1	24"	3	5+	6	-1	2

Traktor blasta ANTI-FLY 3+ DEVASTATING WOUNDS	36"	1	5+	10	-2	D6+1
Twin dakkagun ASSAULT RAPID FIRE 2 TWIN-LINKED	18"	3	5+	5	0	1
'Eadbanger PRECISION PSYCHIC	24"	1	4+	6	-3	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Attack Squig EXTRA ATTACKS	Melee	2	4+	4	0	1
Beast Snaggaklaw 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 claw	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+	Melee	3	3+	6	-2	3
	DEVASTATING WOUNDS	HAZARDOUS						
Weirdboy staff	PSYCHIC		Melee	3	3+	8	-1	D3
'Uge choppa			Melee	4	2+	12	-2	2
'Urty syringe	ANTI-INFANTRY 4+	EXTRA ATTACKS	PRECISION	Melee	1	3+	2	0 1

AUFSTELLUNG

1x Upstart Gretchin [Crucible]

Equipped with: Big shoota, Burna, Eyez of Mork, Grot blasta, Kombi-weapon, Kustom mega-blasta, Kustom mega-slugga, Kustom shoota, Rokkit launcha, Rokkit pistol, Saddlegit weapons, Shokk attack gun, Shoota, Slugga, Snazzgun, Traktor blasta, Twin dakkagun, 'Eadbanger, Attack Squig, Beast Snagga klaw, Beastchoppa, Big choppa, Choppa, Close combat weapon, Cuttin' flames, Drilla, Killsaw, Knucklebustas, Power klaw, Power snappa, Smash hammer, Squig jaws, Tankhammer, Weirdboy staff, 'Uge choppa, 'Urty syringe

Wargear Options:

- This model can be equipped with one of: Burna, Big shoota, Rokkit launcha, 'Eadbanger, Eyez of Mork, Kombi-weapon, Kustom mega-blasta, Kustom mega-slugga, Kustom shoota, Saddlegit weapons, Shoota, Shokk attack gun, Snazzgun, Traktor blasta.
- This model can be equipped with up to 2 of: Slugga, Grot blasta, Rokkit pistol.
- This model can be equipped with 1x Drilla.
- This model can be equipped with 1x Beastchoppa.
- This model can be equipped with 1x Power klaw.
- This model can be equipped with 1x Attack squig.
- This model can be equipped with 1x 'Urty syringe.
- This model can be equipped with 1x Weirdboy staff.
- This model can be equipped with 1x 'Uge choppa.

ABILITIES

CORE - Leader

Dok's Toolz

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

Kustom Force Field

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

Malicious Opportunist

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

Might is Right

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

Roar of Mork (Psychic)

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

Leader

This model can be attached to the following units:

- Gretchin



WEAPON RULES

ANTI

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

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

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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.

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

PSYCHIC

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.



TWIN-LINKED

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

CORE RULES

◆ Close-quarters

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.

◆ 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.