

TAKTIKAL BRIGADE

ENHANCEMENTS

Mork's Kunnin'

20 pts

ORKS 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.

Slippery Git

15 pts

INFANTRY WARBOSS model only (excluding MEGA ARMOUR models). This model has Infiltrators and Stealth.

DETACHMENT-REGEL

Friendly STORMBOYZ units have BATTLELINE.

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

STRATAGEMS

1 CP

FREEBOOTER KREW – STRATEGIC
PLOY STRATAGEM

COMMAND

Few warriors in the galaxy fight with greater brutality

When: Your Command phase.

Target: One Orks unit from your army (excluding

Effect: Until the start of your next Command phase,

1 CP

FREEBOOTER KREW – STRATEGIC
PLOY STRATAGEM

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When: Your Command phase.

Target: One Orks unit from your army (excluding

Effect: Until the start of your next Command phase,

1 CP

BLITZ BRIGADE – STRATEGIC PLOY
STRATAGEM

MOVEMENT

As Orkoid vehicles thunder into battle at high speed,

When: Your Movement phase.

Target: One Battlewagon, Kill Rig or Hunta Rig

Effect: Until the end of the turn, each time a unit

1 CP

BLITZ BRIGADE – STRATEGIC PLOY
STRATAGEM

MOVEMENT

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When: Your Movement phase.

Target: One Battlewagon, Kill Rig or Hunta Rig

Effect: Until the end of the turn, each time a unit

1 CP

TAKTIKAL BRIGADE STRATAGEM

MOVEMENT

Blood Axes feel no shame in retreating from a fight,

When: Your Movement phase, when a friendly KOMMANDOS/

Target: That KOMMANDOS/STORMBOYZ unit.

Effect: That move does not prevent your unit from being eligible to

1 CP

TAKTIKAL BRIGADE STRATAGEM

MOVEMENT

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When: Your Movement phase, when a friendly KOMMANDOS/

Target: That KOMMANDOS/STORMBOYZ unit.

Effect: That move does not prevent your unit from being eligible to

1 CP

BLITZ BRIGADE – STRATEGIC PLOY
STRATAGEM

MOVEMENT

Driving forward in loose formation, Ork vehicles

When: Your Movement phase.

Target: One Battlewagon, Kill Rig or Hunta Rig

Effect: Select up to two other friendly Orks Vehicle

1 CP

BLITZ BRIGADE – STRATEGIC PLOY
STRATAGEM

MOVEMENT

Driving forward in loose formation, Ork vehicles

When: Your Movement phase.

Target: One Battlewagon, Kill Rig or Hunta Rig

Effect: Select up to two other friendly Orks Vehicle

1 CP

FREEBOOTER KREW – STRATEGIC
PLOY STRATAGEM

MOVEMENT

Freebooterz are unscrupulous pirates through and

When: Your opponent's Movement phase, just after

Target: One Orks unit from your army that was

Effect: Your unit can make a Normal move of up

1 CP

FREEBOOTER KREW – STRATEGIC
PLOY STRATAGEM

MOVEMENT

Freebooterz are unscrupulous pirates through and

When: Your opponent's Movement phase, just after

Target: That BOYZ unit.

Effect: Your unit can make a surge move of up to D6".

1 CP

FREEBOOTER KREW – BATTLE
TACTIC STRATAGEM

MOVEMENT

Having cut their gold-plated fangs storming aboard

When: Your Movement phase.

Target: One Orks unit from your army that has not

Effect: Until the end of the phase, each time your

1 CP

FREEBOOTER KREW – BATTLE
TACTIC STRATAGEM

MOVEMENT

Having cut their gold-plated fangs storming aboard

When: Your Movement phase.

Target: One Orks unit from your army that has not

Effect: Until the end of the phase, each time your

1 CP

TAKTIKAL BRIGADE STRATAGEM

MOVEMENT

Seeing little value in pursuing fleeing foes, Blood Axe mobs

When: End of your opponent's Movement phase.

Target: One friendly unengaged BOYZ/KOMMANDOS/
STORMBOYZ unit

Effect: Your unit can make a normal move of up to 6".

1 CP

TAKTIKAL BRIGADE STRATAGEM

MOVEMENT

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Target: One friendly unengaged BOYZ/KOMMANDOS/
STORMBOYZ unit

Effect: Your unit can make a normal move of up to 6".

1 CP

SPEEDWAAAGH! – STRATEGIC PLOY
STRATAGEM

MOVEMENT

Speed Freeks live for the thrill of high-octane warfare,

When: Your Movement phase.

Target: One Orks unit from your army that has not

Effect: Until the end of the turn, your unit is eligible

1 CP

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STRATAGEM

MOVEMENT

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Target: One Orks unit from your army that has not

Effect: Until the end of the turn, your unit is eligible

1 CP

BLITZ BRIGADE – STRATEGIC PLOY
STRATAGEM

SHOOTING

When: Your opponent's Shooting phase, just after an

Target: One Battlewagon, Hunta Rig or Kill Rig

Effect: One Orks Infantry unit embarked within

1 CP

FREEBOOTER KREW – STRATEGIC
PLOY STRATAGEM

SHOOTING

Invented by some sadistic Bad Mek, these

When: Your Shooting phase.

Target: One Orks unit from your army that has not

Effect: Until the end of the phase, each time a

1 CP

FREEBOOTER KREW – STRATEGIC
PLOY STRATAGEM

SHOOTING

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Target: One Orks unit from your army that has not

Effect: Until the end of the phase, each time a

1 CP

FREEBOOTER KREW – STRATEGIC
PLOY STRATAGEM

SHOOTING

Just because an enemy vehicle is still mobile and

When: Your Shooting phase.

Target: One Flash Gitz unit from your army that has

Effect: Until the end of the phase, ranged

1 CP

FREEBOOTER KREW – STRATEGIC
PLOY STRATAGEM

SHOOTING

Just because an enemy vehicle is still mobile and

When: Your Shooting phase.

Target: One Flash Gitz unit from your army that has

Effect: Until the end of the phase, ranged

1 CP

SPEEDWAAAGH! – STRATEGIC PLOY
STRATAGEM

SHOOTING

Large formations of Ork vehicles throw up columns

When: Your opponent's Shooting phase, just after an

Target: One Orks unit from your army that was

Effect: Until the end of the phase, your unit has the

1 CP

SPEEDWAAAGH! – STRATEGIC PLOY
STRATAGEM

SHOOTING

Large formations of Ork vehicles throw up columns

When: Your opponent's Shooting phase, just after an

Target: One Orks unit from your army that was

Effect: Until the end of the phase, your unit has the

1 CP

SPEEDWAAAGH! – STRATEGIC PLOY
STRATAGEM

SHOOTING

**No self-respecting Speed Freek stops to aim.
Instead,**

When: Your Shooting phase, just after a Speed

Target: That Speed Freeks or Trukk unit.

Effect: Select one enemy unit hit by one or more of

1 CP

SPEEDWAAAGH! – STRATEGIC PLOY
STRATAGEM

SHOOTING

**No self-respecting Speed Freek stops to aim.
Instead,**

When: Your Shooting phase, just after a Speed

Target: That Speed Freeks or Trukk unit.

Effect: Select one enemy unit hit by one or more of

1 CP

BLITZ BRIGADE – BATTLE TACTIC
STRATAGEM

SHOOTING

**Ork crews delight in engaging enemy vehicles
and**

When: Your Shooting phase.

Target: One Orks Vehicle unit from your army that

Effect: Until the end of the phase, each time your

1 CP

BLITZ BRIGADE – BATTLE TACTIC
STRATAGEM

SHOOTING

**Ork crews delight in engaging enemy vehicles
and**

When: Your Shooting phase.

Target: One Orks Vehicle unit from your army that

Effect: Until the end of the phase, each time your

1 CP

BLITZ BRIGADE – STRATEGIC PLOY
STRATAGEM

SHOOTING

**Ramshackle though they may appear, Ork
vehicles**

When: Your opponent's Shooting phase, just after an

Target: One Battlewagon, Kill Rig or Hunta Rig

Effect: Until the end of the phase, each time an

1 CP

BLITZ BRIGADE – STRATEGIC PLOY
STRATAGEM

SHOOTING

**Ramshackle though they may appear, Ork
vehicles**

When: Your opponent's Shooting phase, just after an

Target: One Battlewagon, Kill Rig or Hunta Rig

Effect: Until the end of the phase, each time an

1 CP

BLITZ BRIGADE – STRATEGIC PLOY
STRATAGEM

SHOOTING

Spilling from their damaged transport, enraged

When: Your opponent's Shooting phase, just after an

Target: One Battlewagon, Hunta Rig or Kill Rig

Effect: One Orks Infantry unit embarked within

1 CP

SPEEDWAAAGH! – WARGEAR
STRATAGEM

SHOOTING

**Though the cost in teef is high, Mek-crafted
speshul**

When: Your Shooting phase.

Target: One Orks unit from your army that has not

Effect: Until the end of the phase, ranged weapons

1 CP

SPEEDWAAAGH! – WARGEAR
STRATAGEM

SHOOTING

**Though the cost in teef is high, Mek-crafted
speshul**

When: Your Shooting phase.

Target: One Orks unit from your army that has not

Effect: Until the end of the phase, ranged weapons

1 CP

TAKTIKAL BRIGADE STRATAGEM

FIGHT

When: End of your opponent's Fight phase.

Target: One friendly unengaged KOMMANDOS/
STORMBOYZ unit.

Effect: Place your unit in strategic reserves.

1 CP

SPEEDWAAAGH! – STRATEGIC PLOY
STRATAGEM

FIGHT

When: End of your opponent's Fight phase.

Target: One Speed Freeks or Trukk unit from your

Effect: Remove your unit from the battlefield and

1 CP

SPEEDWAAAGH! – STRATEGIC PLOY
STRATAGEM

FIGHT

**Fitted with jagged ploughs, spiked tyres and
steel**

When: Your Fight phase.

Target: One Speed Freeks or Trukk unit from your

Effect: Until the end of the phase, melee weapons

1 CP

SPEEDWAAAGH! – STRATEGIC PLOY
STRATAGEM

FIGHT

**Fitted with jagged ploughs, spiked tyres and
steel**

When: Your Fight phase.

Target: One Speed Freeks or Trukk unit from your

Effect: Until the end of the phase, melee weapons

1 CP

FREEBOOTER KREW – BATTLE TACTIC
STRATAGEM

FIGHT

Freebooterz waste no time getting violently stuck

When: The Fight phase.

Target: One Orks unit from your army that has not

Effect: Until the end of the phase, each time a

1 CP

FREEBOOTER KREW – BATTLE TACTIC
STRATAGEM

FIGHT

Freebooterz waste no time getting violently stuck

When: The Fight phase.

Target: One Orks unit from your army that has not

Effect: Until the end of the phase, each time a

1 CP

SPEEDWAAAGH! – STRATEGIC PLOY
STRATAGEM

FIGHT

**The williest Speed Freeks see no shame in
running**

When: End of your opponent's Fight phase.

Target: One Speed Freeks or Trukk unit from your

Effect: Remove your unit from the battlefield and

1 CP

TAKTIKAL BRIGADE STRATAGEM

FIGHT

Utilising camouflage, cover or misdirection, these Orks slip

When: End of your opponent's Fight phase.

Target: One friendly unengaged KOMMANDOS/
STORMBOYZ unit.

Effect: Place your unit in strategic reserves.

1 CP

BLITZ BRIGADE – STRATEGIC PLOY
STRATAGEM

FIGHT

With nothing left to blast or krump, these Orks

When: End of the Fight phase.

Target: One Orks Infantry unit from your army

Effect: If your Orks Infantry unit is wholly within

1 CP

BLITZ BRIGADE – STRATEGIC PLOY
STRATAGEM

FIGHT

With nothing left to blast or krump, these Orks

When: End of the Fight phase.

Target: One Orks Infantry unit from your army

Effect: If your Orks Infantry unit is wholly within