

FREEBOOTER KREW

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Razgit's Magik Map

25 pts

Orks model only. After both players have deployed their armies, select up to three Orks Infantry units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Bionik Workshop

15 pts

Big Mek or Painboy model only. At the start of the battle, roll one D3 and compare the result to the list below. Until the end of the battle, models in the bearer's unit have that bioniks ability.

1. Bionik Legs: Add 2" to the Move characteristic of this model.
2. Bionik Arms: Add 1 to the Strength characteristic of melee weapons equipped by this model.
3. Bionik Bonce: Improve the Weapon Skill characteristic of melee weapons equipped by this model by 1.

Git-spotter Squig

20 pts

Orks model only. Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

Da Kaptin

10 pts

Warboss model only. Once per battle round, at the start of any phase, you can select one friendly Orks unit that is Battle-shocked and within 12" of the bearer. That unit suffers D3 mortal wounds and it is no longer Battle-shocked.

DETACHMENT RULE

At the start of your Command phase, select one objective marker. Until the start of your next Command phase, that objective marker is your loot objective.

Each time a model in an Orks Infantry, Orks Mounted or Orks Walker unit from your army makes an attack, that attack has the [SUSTAINED HITS 1] ability if either or both of the following are true:

- That model's unit is within range of your loot objective.
- That attack targets a unit within range of your loot objective.

STRATAGEMS (6/6)

1 CP FREEBOOTER KREW – STRATEGIC PLOY
STRATAGEM

COMMAND

GRAB AND BASH

When: Your Command phase.

Target: One ORKS unit from your army (excluding Gretchin units) that is within range of the loot objective.

Effect: Until the start of your next Command phase, the Waaagh! is active for your unit, even if you have already called a Waaagh! this battle.

1 CP FREEBOOTER KREW – BATTLE TACTIC STRATAGEM

MOVEMENT

BOARDIN' RUSH

When: Your Movement phase.

Target: One ORKS unit from your army that has not been selected to move this phase.

Effect: Until the end of the phase, 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 FREEBOOTER KREW – STRATEGIC PLOY
STRATAGEM

MOVEMENT

KRUMP AND RUN

When: Your opponent's Movement phase, just after an enemy unit falls back.

Target: One ORKS unit from your army that was within engagement range of that enemy unit at the start of the phase and is not within range of one or more enemy units.

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

1 CP FREEBOOTER KREW – STRATEGIC PLOY
STRATAGEM

SHOOTING

DECK FRAGGERS

When: Your Shooting phase.

Target: One ORKS unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit targets an INFANTRY unit with a ranged weapon, that weapon has the [BLAST] ability.

1 CP

FREEBOOTER KREW – STRATEGIC PLOY
STRATAGEM

SHOOTING

ROLLING LOOT-HEAP

When: Your Shooting phase.

Target: One Flash Gitz unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [ANTI-VEHICLE 4+] ability.

1 CP

FREEBOOTER KREW – BATTLE TACTIC STRATAGEM

FIGHT

BASH AND GRAB

When: The Fight phase.

Target: One ORKS unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit within range of the loot objective, you can re-roll the Wound roll.