

ORKS

RAMSHIP RAIDERS

4 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

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 RULE

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 (4/4)

1 CP RAMSHIP RAIDERS – STRATEGIC PLOY STRATAGEM 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 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 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 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.