

TAKTIKAL BRIGADE

42 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

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 RULE

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 (42/42)

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

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

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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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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

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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

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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".

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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

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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

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Target: One Orks unit from your army that has not

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

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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

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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

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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

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

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 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 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

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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 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.

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Target: One Battlewagon, Kill Rig or Hunta Rig

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

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

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When: Your Fight phase.

Target: One Speed Freeks or Trukk unit from your

Effect: Until the end of the phase, melee weapons

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 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 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

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The wiliest 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