

ORKS

WAR HORDE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Supa-Cybork Body

15 pts

Orks model only. The bearer has the Feel No Pain 4+ ability.

Headwoppa's Killchoppa

20 pts

Orks model only. Melee weapons equipped by the bearer (excluding Extra Attacks weapons) have the [DEVASTATING WOUNDS] ability.

Kunnin' But Brutal

15 pts

Orks model only. While the bearer is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Follow Me Ladz

25 pts

Orks model only. While the bearer is leading a unit, add 2" to the Move characteristic of models in that unit.

DETACHMENT RULE

Melee weapons equipped by Orks models from your army have the [SUSTAINED HITS 1] ability.

STRATAGEMS (6/6)

1 CP

WAR HORDE – BATTLE TACTIC STRATAGEM

COMMAND

MOB RULE

When: End of your Command phase.

Target: One Mob unit from your army that contains 10 or more models and is not Below Half-strength.

Effect: Select one friendly Battle-shocked Orks Infantry unit within 6" of that MOB unit. That ORKS INFANTRY unit is no longer Battle-shocked.

1 CP

WAR HORDE – BATTLE TACTIC STRATAGEM

MOVEMENT

ERE WE GO

When: Start of your Movement phase.

Target: One Orks Infantry unit from your army.

Effect: Until the end of the turn, add 2 to Advance and Charge rolls made for your unit.

1 CP WAR HORDE – BATTLE TACTIC STRATAGEM **SHOOTING**

'ARD AS NAILS

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One ORKS unit from your army (excluding Grots, Monster and Vehicle units) that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Wound roll.

2 CP WAR HORDE – EPIC DEED STRATAGEM **FIGHT**

ORKS IS NEVER BEATEN

When: Fight phase, just after an enemy unit has selected its targets.

Target: One ORKS unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making attacks, and is then removed from play.

1 CP WAR HORDE – BATTLE TACTIC STRATAGEM **FIGHT**

UNBRIDLED CARNAGE

When: 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 a melee attack, an unmodified hit roll of 5+ scores a Critical Hit.

1 CP WAR HORDE – EPIC DEED STRATAGEM **ANY**

CAREEN!

When: Any phase, just after an Orks Vehicle unit from your army with the Deadly Demise ability is destroyed.

Target: That destroyed ORKS VEHICLE unit, if you roll a 6 for its Deadly Demise ability. You can use this Stratagem on that unit even though it was just destroyed.

Effect: Your unit can make a Normal or Fall Back move before its Deadly Demise ability is resolved, and before any embarked units perform an Emergency Disembarkation. When making this move, your unit can move over enemy units (excluding MONSTERS and VEHICLES) as if they were not there.