

C O D E X

ORKS

newvision

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DETACHMENT OVERVIEW

14 Detachments

Blitz Brigade

6 Stratagems · 4 Enhancements

Bully Boyz

6 Stratagems · 4 Enhancements

Da Big Hunt

6 Stratagems · 4 Enhancements

Dread Mob

6 Stratagems · 4 Enhancements

Equatorial Hordes

3 Stratagems · 2 Enhancements

Freebooter Krew

6 Stratagems · 4 Enhancements

Green Tide

6 Stratagems · 4 Enhancements

Kaptin Killers

4 Stratagems · 2 Enhancements

Kult of Speed

6 Stratagems · 4 Enhancements

Ramship Raiders

4 Stratagems · 2 Enhancements

Rollin' Deff

6 Stratagems · 2 Enhancements

Speedwaaagh!

6 Stratagems · 4 Enhancements

Taktikal Brigade

42 Stratagems · 2 Enhancements

War Horde

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Supercharged Squig Oil

10 pts

Mek model only. Each time the bearer uses its Mekaniak ability, until the end of the turn, you can re-roll Charge rolls for the selected Vehicle model's unit.

Runnin' Boots

10 pts

Orks Infantry Character model only. Each time you make a Charge roll for the bearer's unit, if that unit disembarked from a Transport this turn, add 1 to the result.

Tuff Git

5 pts

Orks Infantry Character model only. At the end of a phase in which the bearer's unit disembarked from a Transport, if that unit is Battle-shocked, it is no longer Battle-shocked.

Blitzkaptin

25 pts

Orks Character model only. After both players have deployed their armies, if the bearer's unit (or any Transport it is embarked within) is on the battlefield, select up to three Orks Vehicle 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.

DETACHMENT RULE

Each time an Orks unit from your army disembarks from a Transport, until the end of the turn, you can re-roll Advance and Charge rolls made for that Orks unit.

STRATAGEMS (6/6)

1 CP BLITZ BRIGADE – STRATEGIC PLOY STRATAGEM MOVEMENT

MEKANISED BRUTALITY

When: Your Movement phase.

Target: One Battlewagon, Kill Rig or Hunta Rig unit from your army that has not been selected to move this phase.

Effect: Until the end of the turn, each time a unit disembarks from your unit after your unit makes a Normal move, that disembarked unit is still eligible to declare a charge this turn.

1 CP BLITZ BRIGADE – STRATEGIC PLOY STRATAGEM MOVEMENT

RUN 'EM DOWN

When: Your Movement phase.

Target: One Battlewagon, Kill Rig or Hunta Rig unit from your army that has not been selected to move this phase.

Effect: Select up to two other friendly Orks Vehicle or Orks Monster units within 6" of your unit. Until the end of the turn, your unit and each unit you selected are eligible to declare a charge in a turn in which they Advanced.

1 CP BLITZ BRIGADE – BATTLE TACTIC STRATAGEM SHOOTING

ARMOURED DUELLISTS

When: Your Shooting phase.

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

Effect: Until the end of the phase, each time your unit makes an attack that targets a MONSTER or VEHICLE unit, add 1 to the Hit roll and add 1 to the Wound roll.

1 CP BLITZ BRIGADE – STRATEGIC PLOY STRATAGEM SHOOTING

IMPERVIOUS

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

Target: One Battlewagon, Kill Rig or Hunta Rig 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 an attack targets your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.

1 CP BLITZ BRIGADE – STRATEGIC PLOY STRATAGEM SHOOTING

YOOZ IN TROUBLE NOW

When: Your opponent's Shooting phase, just after an enemy unit has shot.

Target: One Battlewagon, Hunta Rig or Kill Rig model from your army that was hit by one or more of the attacking unit's attacks.

Effect: One Orks Infantry unit embarked within your model can disembark and make a Surge move. To do so, roll one D6: models in that unit move a number of inches up to this result, but that unit must end that move as close as possible to the closest enemy unit (excluding AIRCRAFT). When doing so, those models can be moved within Engagement Range of that enemy unit.

1 CP BLITZ BRIGADE – STRATEGIC PLOY STRATAGEM FIGHT

MOUNT UP, LADZ

When: End of the Fight phase.

Target: One Orks Infantry unit from your army that is not within Engagement Range of one or more enemy units, and one friendly Transport it is able to embark within.

Effect: If your ORKS INFANTRY unit is wholly within 6" of that TRANSPORT, it can embark within it.

ENHANCEMENTS (4)

Da Biggest Boss

15 pts

Infantry Warboss model only. Add 2 to the bearer's Wounds characteristic.

Big Gob

20 pts

Infantry Warboss model only. At the start of the Fight phase, select one enemy unit within Engagement range of the bearer. That unit must take a Battle-shock test, and when doing so, subtract 1 from the result.

'Eadstompa

10 pts

Infantry Warboss model only. Each time the bearer makes an attack that targets a unit that is below its Starting Strength, re-roll a Wound roll of 1. If that unit is Below Half-strength, you can re-roll the Wound roll instead.

Tellyporta

25 pts

Warboss In Mega Armour model only. Models in the bearer's unit have the Deep Strike ability.

DETACHMENT RULE

At the start of your Command phase, in a turn in which you have not called a Waaagh!, if you have one or more WARBOSS models on the battlefield (or embarked within a TRANSPORT that is on the battlefield), you can call a Waaagh! for a second time this battle. When doing so, that second Waaagh! only counts as having been called for WARBOSS, NOBZ and MEGANOBZ units from your army.

STRATAGEMS (6/6)

1 CP BULLY BOYZ – BATTLE TACTIC STRATAGEM **MOVEMENT**

CUT'EM DOWN

When: Your opponent's Movement phase, just after an enemy unit is selected to Fall Back.

Target: One Nobz or Meganobz unit from your army within Engagement Range of that enemy unit.

Effect: When that enemy unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if a Waaagh! is active for your unit, subtract 1 from each of those tests.

1 CP BULLY BOYZ – BATTLE TACTIC STRATAGEM **SHOOTING**

ARMED TO DATEEF

When: Your Shooting phase or the Fight phase.

Target: One Nobz or Meganobz unit from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1. If a Waaagh! is active for your unit, you can re-roll the Hit roll instead.

1 CP BULLY BOYZ – BATTLE TACTIC STRATAGEM **SHOOTING**

HULKING BRUTES

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

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

Effect: Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP BULLY BOYZ – STRATEGIC PLOY STRATAGEM **SHOOTING**

TOO ARROGANT TO DIE

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

Target: One Nobz or Meganobz 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 shot or fought this phase, roll one D6, adding 2 to the result if a Waaagh! is active for your unit. On a 5+, do not remove the destroyed model from play; it can shoot or fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP BULLY BOYZ – EPIC DEED STRATAGEM **CHARGE**

CRUSHING IMPACT

When: Your Charge phase, just after a Nobz or Meganobz unit from your army ends a Charge move.

Target: That NOBZ or MEGANOBZ unit.

Effect: Select one enemy unit within Engagement Range of your unit, then roll one D6 for each model in your unit that is within Engagement Range of that enemy unit: for each 5+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds). If a Waaagh! is active for your unit, that enemy unit suffers 1 mortal wound for each 4+ instead.

1 CP BULLY BOYZ – STRATEGIC PLOY STRATAGEM **FIGHT**

ALWAYS LOOKIN' FER A FIGHT

When: Fight phase, just after an enemy unit is destroyed.

Target: One Nobz or Meganobz unit from your army that destroyed that enemy unit.

Effect: Until the end of the phase, each time your unit makes a Consolidation move, it can move up to D3+3" instead of up to 3". If a Waaagh! is active for your unit, it can move up to 6" instead.

DA BIG HUNT

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Surly As A Squiggoth

20 pts

Beastboss On Squigosaur model only. While the bearer is leading a unit, each time an attack targets that unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of that unit, subtract 1 from the Wound roll.

Proper Killy

15 pts

Beast Snagga model only. Add 1 to the Damage characteristic of melee weapons equipped by the bearer.

Skrag Every Stash!

25 pts

Beast Snagga model only. At the end of your Command phase, if the bearer is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start of end of any turn.

Glory Hog

30 pts

Beastboss On Squigosaur model only. Models in the bearer's unit have the Scouts 9" ability.

DETACHMENT RULE

At the start of your Command phase, select one MONSTER, VEHICLE or CHARACTER unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Prey:

- When a friendly BEAST SNAGGA unit declares a charge, If your Prey is within 12" of that unit, you can use this part of this ability. If you do:
 - That BEAST SNAGGA unit can re-roll that charge roll.
 - That BEAST SNAGGA unit *must* end that charge move engaged with your Prey
- Each time a Beast Snagga model from your army makes an attack that targets your Prey, improve the Armour Penetration characteristic of that attack by 1.

STRATAGEMS (6/6)

1 CP DA BIG HUNT – STRATEGIC PLOY STRATAGEM **MOVEMENT**

WHERE D'YA FINK YOU'RE GOING?

When: Your opponent's Movement phase, just after an enemy unit ends a Fall Back move.

Target: One Beast Snagga Infantry or Beast Snagga Mounted unit from your army that was within Engagement Range of that enemy unit at the start of the phase.

Effect: If your unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

1 CP DA BIG HUNT – BATTLE TACTIC STRATAGEM **SHOOTING**

STALKIN' TAKTIKS

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

Target: One Beast Snagga Infantry or Beast Snagga Mounted 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 ranged attack targets your unit, models in your unit have the Benefit of Cover against that attack. In addition, if your unit has the INFANTRY keyword, until the end of the phase, models in your unit have the Stealth ability.

1 CP DA BIG HUNT – STRATEGIC PLOY STRATAGEM **CHARGE**

DAT ONE'S EVEN BIGGA!

When: Your Charge phase.

Target: One Beast Snagga unit from your army.

Effect: Until the end of the phase, your unit is eligible to charge in a turn in which it Advanced or Fell Back. In addition, you can re-roll Charge rolls made for your unit, provided one of the targets of that charge is your Prey.

1 CP DA BIG HUNT – STRATEGIC PLOY STRATAGEM **CHARGE**

UNSTOPPABLE MOMENTUM

When: Your Charge phase, just after a Beast Snagga Mounted unit from your army ends a Charge move.

Target: That Beast Snagga unit.

Effect: Select one enemy unit within Engagement Range of your unit and roll one D6 for each model in your unit: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds). If that enemy unit is your Prey, roll three additional D6.

1 CP DA BIG HUNT – BATTLE TACTIC STRATAGEM **FIGHT**

DRAG IT DOWN

When: Fight phase.

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

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [SUSTAINED HITS 1] ability. In addition, each time a model in your unit makes a melee attack that targets your Prey, a Critical Hit is scored on an unmodified Hit roll of 5+, instead of only a 6.

1 CP DA BIG HUNT – STRATEGIC PLOY STRATAGEM **FIGHT**

INSTINCTIVE HUNTERS

When: End of your opponent's Fight phase.

Target: One Beast Snagga unit from your army that is not within Engagement Range of one or more enemy unit.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

ORKS

DREAD MOB

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Gitfinder Goggles

10 pts

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

Press It Fasta!

35 pts

Mek model only. Each time the bearer's unit is selected to shoot, when rolling to determine which ability that unit's weapons gain from the Try Dat Button! Detachment rule, roll one additional D6; until the end of the phase, ranged weapons equipped by models in that unit gain both Button Effects generated by those rolls. If a duplicate Button Effect is rolled, it has no additional effect.

Supa-glowy Fing

20 pts

Mek model only. In your Command phase, select one enemy unit within 18" and visible to the bearer, then roll one D6: on a 1-2, that enemy unit must take a Battle-shock test; on a 3-4, that enemy unit suffers D3 mortal wounds; on a 5-6, until the start of your next Command phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll.

Smoky Gubbinz

15 pts

Mek model only. Models in the bearer's unit have the Stealth ability.

DETACHMENT RULE

Each time a Mek, Orks Walker or Grots Vehicle unit from your army is selected to shoot or fight, roll one D6. Until the end of the phase, weapons equipped by models in that unit have the corresponding ability shown in the table below.

Alternatively, when such a unit is selected to shoot or fight, you can select one of the abilities above instead of rolling the D6. If you do, until the end of the phase, weapons equipped by models in that unit have the [HAZARDOUS] ability as well.

If a weapon equipped by a model from your army has the [HAZARDOUS] ability from multiple sources, each time you take a Hazardous test for that weapon, it is failed on a roll of 1-3.

STRATAGEMS (6/6)

1 CP DREAD MOB – STRATEGIC PLOY STRATAGEM MOVEMENT

CONNIVING RUNTS

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Gretchin unit from your army that is within 9" of that enemy unit and not within Engagement Range of any enemy units.

Effect: Roll one D6: on a 4+, that enemy unit suffers D3+1 mortal wounds. Your unit can then make a Normal move.

1 CP DREAD MOB – STRATEGIC PLOY STRATAGEM MOVEMENT

SUPERFUELLED BOILER

When: Your Movement phase, just after an Orks Walker unit from your army has been selected to Advance.

Target: That Orks Walker unit.

Effect: Until the end of the turn, you can re-roll Advance rolls made for your unit and ranged weapons equipped by models in your unit have the [ASSAULT] ability.

1 CP DREAD MOB – BATTLE TACTIC STRATAGEM SHOOTING

BIGGER SHELLS FOR BIGGER GITZ

When: Your Shooting phase.

Target: One Mek, Orks Walker or Grots Vehicle unit from your army that has not been selected to shoot this phase.

Effect: Each time you use this Stratagem, you can choose to push it. Until the end of the phase, each time a model in your unit makes an attack that targets a MONSTER or VEHICLE, add 1 to the Wound roll. If you chose to push it, add 1 to the Damage characteristic of that attack and, until the end of the phase, ranged weapons equipped by models in your unit have the [HAZARDOUS] ability as well.

1 CP DREAD MOB – BATTLE TACTIC STRATAGEM SHOOTING

DAKKA! DAKKA! DAKKA!

When: Your Shooting phase.

Target: One Orks Walker or Grots Vehicle unit from your army that has not been selected to shoot this phase.

Effect: Each time you use this Stratagem, you can choose to push it. Until the end of the phase, each time a model in your unit makes an attack, re-roll a Hit roll of 1. If you chose to push it, you can re-roll the Hit roll instead and, until the end of the phase, ranged weapons equipped by models in your unit have the [HAZARDOUS] ability as well.

1 CP DREAD MOB – BATTLE TACTIC STRATAGEM SHOOTING

EXTRA GUBBINZ

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

Target: One Orks Walker or Grots Vehicle unit from your army (excluding TITANIC 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 is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP DREAD MOB – BATTLE TACTIC STRATAGEM FIGHT

KLANKIN' KLAWES

When: Fight phase.

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

Effect: Each time you use this Stratagem, you can choose to push it. Until the end of the phase, add 2 to the Strength characteristic of melee weapons equipped by models in your unit and, if you chose to push it, until the end of the phase, add 1 to the Damage characteristic of those weapons and they have the [HAZARDOUS] ability as well.

EQUATORIAL HORDES

3 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Unkillable Scourge

25 pts

BEASTBOSS/INFANTRY WARBOSS model only. When this model is destroyed, if this unit has not been selected to fight this phase, roll one D6, with +1 to that roll if the Waaagh! is active for this unit:

- On a 3+, do not remove this model from the battlefield. When this unit has fought, or at the end of the phase (whichever comes first), this model is removed from the battlefield.

Kunnin' Hunt

25 pts

BEASTBOSS/INFANTRY WARBOSS model only. (Once per turn, per unit) In your opponent's Movement phase, when an enemy unit ends a move within 8" of this unit, if this unit is unengaged, this unit can make a normal move of up to D3+3".

DETACHMENT RULE

In the Declare Battle Formations step, select up to three friendly MOB/KOMMANDOS units. Those units have Scouts 6" until the end of the battle.

STRATAGEMS (3/3)

1 CP EQUATORIAL HORDES STRATAGEM **COMMAND**

Extricating themselves from dense jungle terrain takes some Orks

When: Your Command phase.

Target: One friendly MOB/KOMMANDOS unit.

Effect: Your unit heals 2D3 wounds.

1 CP EQUATORIAL HORDES STRATAGEM **SHOOTING**

Pointing and shouting can prove a surprisingly effective way of

When: Start of your Shooting phase.

Target: One friendly MOB/KOMMANDOS unit.

Effect: While a visible enemy unit is within 6" of your unit, that unit

1 CP EQUATORIAL HORDES STRATAGEM **SHOOTING**

Orks erupting as though from nowhere amidst hails of

When: Your Shooting phase or the Fight phase, when a friendly

Target: That MOB unit.

Effect: Your unit's attacks have [LETHAL HITS].

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.

ENHANCEMENTS (4)

Ferocious Show Off

10 pts

Orks Infantry model only. Each time the bearer fights, while resolving those attacks, add 1 to the Strength characteristic of the bearer's melee weapons. If the bearer's unit contains 10 or more models, while resolving those attacks, add 3 to the Strength characteristic instead.

Raucous Warcaller

20 pts

Orks Infantry model only. While the bearer is leading a unit, that unit always counts as containing 10 or more models for the purposes of your Detachment rule and any Stratagems you use.

Brutal But Kunnin'

25 pts

Orks Infantry model only. In your Command phase, if the bearer is on the battlefield (or is embarked within a Transport that is on the battlefield), roll one D6, adding 2 to the result if the bearer's unit contains 10 or more models: on a 5+, you gain 1 CP.

Bloodthirsty Belligerence

15 pts

Orks Infantry model only. While the bearer is leading a unit, you can re-roll Advance rolls made for that unit. While that unit contains 10 or more models, you can re-roll Charge rolls made for that unit as well.

DETACHMENT RULE

Each time an attack targets a BOYZ unit from your army, models in that unit have a 6+ invulnerable save against that attack. Each time an attack targets a BOYZ unit from your army that contains 10 or more models, models in that unit have a 5+ invulnerable save against that attack.

STRATAGEMS (6/6)

1 CP GREEN TIDE – STRATEGIC PLOY STRATAGEM

COMMAND

BRAGGIN' RIGHTS

When: Your Command phase.

Target: Two Boyz units from your army that are within 6" of each other.

Effect: Until the start of your next Command phase, while those two units are within 6" of each other, they both count as containing 10 or more models for the purposes of your Detachment rule, any Enhancements models from your army have and any Stratagems you use.

1 CP GREEN TIDE – STRATEGIC PLOY STRATAGEM

COMMAND

COME ON LADZ!

When: Your Command phase.

Target: One Boyz unit from your army.

Effect: Return up to D3+2 destroyed models to your unit (excluding Character models).

1 CP GREEN TIDE – STRATEGIC PLOY STRATAGEM SHOOTING

GO GET 'EM!

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

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

Effect: After the attacking unit has shot, your unit can make a Go Get 'Em! move. To do so, roll one D6: each model in your unit can move a distance in inches up to the result, but your unit must end that move as close as possible to the closest enemy unit. When doing so, those models can be moved within Engagement Range of that enemy unit. If your unit contains 10 or more models, you can re-roll the D6 to determine how far your unit can move.

1 CP GREEN TIDE – EPIC DEED STRATAGEM CHARGE

TIDE OF MUSCLE

When: Your Charge phase.

Target: One Boyz unit from your army that has not declared a charge this phase.

Effect: Until the end of the phase, each time your unit declares a charge, add 1 to the Charge roll and, if your unit contains 10 or more models, you can re-roll the Charge roll.'

1 CP GREEN TIDE – BATTLE TACTIC STRATAGEM FIGHT

BULLDOZER BRUTALITY

When: Fight phase.

Target: One Boyz unit from your army that has not been selected to fight this phase and is within Engagement Range of one or more enemy units.

Effect: Until the end of the phase, each time your unit is selected to fight, when determining which models in your unit are eligible to fight, any models in your unit that are within 3" of one or more enemy models are eligible to fight. When resolving those attacks, such models can target one of those enemy units that is within 3" of them and within Engagement Range of their unit.

1 CP GREEN TIDE – BATTLE TACTIC STRATAGEM FIGHT

COMPETITIVE STREAK

When: Fight phase.

Target: One Boyz 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, re-roll a Wound roll of 1. If your unit contains 10 or more models, re-roll the Wound roll instead.

KAPTIN KILLERS

4 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Tellyporta

In the Deploy Armies step, select one Meganobz unit from your army. Until the end of the battle, models in that unit have the Deep Strike ability.

Gnasher Squig Crates

Warboss model only. In your Command phase, you can select one Nobz or Meganobz unit from your army (excluding Battle-shocked units) that is within 6" of the bearer and is within range of an objective marker. If there are no enemy models within range of that objective marker, it is Secured by your army.

DETACHMENT RULE

You can include up to two of the following units (duplicates are not allowed):

- Big Mek in Mega Armour
- Infantry Warboss (excluding Warboss in Mega Armour)
- Warboss in Mega Armour

You can include up to two of each of the following units:

- Meganobz (3 models)
- Nobz (5 or 10 models)

STRATAGEMS (4/4)

1 CP KAPTIN KILLERS – BATTLE TACTIC STRATAGEM MOVEMENT

CORNERED AND KRUMPED

When: Your opponent's Movement phase, just after an enemy unit is selected to Fall Back.

Target: One ORKS unit from your army that is within Engagement Range of that enemy unit.

Effect: Your unit can fight as if it were the Fight phase, but when doing so, models in your unit can only target that enemy unit (and only if it is an eligible target) and each time a model in your unit makes an attack, an unmodified Hit roll of 6 is required to score a hit.

1 CP KAPTIN KILLERS – STRATEGIC PLOY STRATAGEM MOVEMENT

LOOT ON THE MOVE

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 battle, that Hatchway cannot be closed. Until the end of the turn, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

1 CP KAPTIN KILLERS – 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 KAPTIN KILLERS – EPIC DEED STRATAGEM CHARGE

PIT FIGHTER

When: Your Charge phase.

Target: One WARBOSS model from your army.

Effect: Until the end of the phase, your model is eligible to declare a charge in a turn in which it Fell Back.

KULT OF SPEED

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Fasta Than Yooz

35 pts

Orks Infantry model only. Each time the bearer's unit disembarks from a Transport after that Transport has made a Normal move, the bearer's unit is still eligible to declare a charge this turn.

Speed Makes Right

25 pts

Orks model only. In your Command phase, if the bearer (or a Transport the bearer is embarked within) is within 9" of one or more enemy units, roll one D6; on a 3+, you gain 1CP.

Squig-hide Tyres

15 pts

Deffkilla Wartrike model only. Each time a model in the bearer's unit makes a Consolidation move, it can move up to 6" instead of up to 3".

Wazblasta

10 pts

Deffkilla Wartrike model only. In your Shooting phase, after the bearer's unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, it is not eligible to declare a charge.

DETACHMENT RULE

SPEED FREEKS units from your army are eligible to shoot and declare a charge in a turn in which they Advanced or Fell Back.

STRATAGEMS (6/6)

1 CP

KULT OF SPEED – STRATEGIC PLOY STRATAGEM

MOVEMENT

MORE GITZ OVER 'ERE!

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Speed Freeks unit from your army that is within 9" of that enemy unit and is not within Engagement Range of one or more enemy units.

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

1 CP

KULT OF SPEED – STRATEGIC PLOY STRATAGEM

MOVEMENT

SQUIG FLINGIN'

When: Your Movement phase, just after a SPEED FREEKS or TRUKK unit from your army ends a Normal, Advance or Fall Back move.

Target: That Speed Freeks or Trukk unit.

Effect: Select one enemy unit within 9" of your unit. That enemy unit must take a Battle-shock test and, when doing so, subtract 1 from the result.

1 CP KULT OF SPEED – BATTLE TACTIC STRATAGEM SHOOTING

BLITZA FIRE

When: Your Shooting phase.

Target: One Speed Freeks 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 [LETHAL HITS] ability and, each time a model in your unit makes an attack that targets a unit within 9", a Critical Hit is scored on an unmodified Hit roll of 5+, instead of only a 6.

Restriction: A unit cannot be targeted by this and the Dakkastorm Stratagem in the same phase.

1 CP KULT OF SPEED – BATTLE TACTIC STRATAGEM SHOOTING

DAKKASTORM

When: Your Shooting phase.

Target: One Speed Freeks 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 [SUSTAINED HITS 1] ability. While targeting a unit within 9", they have the [SUSTAINED HITS 2] ability instead.

Restriction: A unit cannot be targeted by this and the Blitza Fire Stratagem in the same phase.

1 CP KULT OF SPEED – STRATEGIC PLOY STRATAGEM SHOOTING

SPEEDIEST FREEKS

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

Target: One Speed Freeks or Trukk 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, models in your unit have a 5+ invulnerable save. If your unit is a VEHICLE unit with an unmodified Toughness characteristic of 8 or less, until the end of the phase, models in your unit have a 4+ invulnerable save instead.

1 CP KULT OF SPEED – BATTLE TACTIC STRATAGEM CHARGE

FULL THROTTLE!

When: Your Charge phase, just after a SPEED FREEKS unit from your army ends a Charge move.

Target: That Speed Freeks unit.

Effect: Until the end of the turn, each time a model in your unit makes a melee attack, add 1 to the Wound roll.

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.

ENHANCEMENTS (2)

Targetin' Gizmos

15 pts

WAGON unit only. While a BIG MEK model is embarked within this unit:

- This unit's ranged attacks have [IGNORES COVER].
- If the Waaagh! is active for this unit, this unit's ranged attacks have [SUSTAINED HITS 1].

Boarding Ramps

10 pts

WAGON unit only. When a unit embarked within this unit is selected to make a disembark move, that unit has +1 to charge rolls until the end of the turn.

DETACHMENT RULE

Friendly BATTLEWAGON/HUNTA RIG/KILL RIG units have WAGON.

- Friendly WAGON units can re-roll charge rolls.
- When a friendly WAGON unit is selected to make an advance move, that unit can change advance rolls to a 6.

This detachment has the WAGONS tag and cannot be taken with another WAGONS detachment.

STRATAGEMS (6/6)

1 CP ROLLIN' DEFF STRATAGEM

SHOOTING

Rolling into the midst of the foe, this wagon unleashes a

When: Your Shooting phase, when a friendly BATTLEWAGON unit is

Target: That BATTLEWAGON unit.

Effect: Your unit's ranged attacks (excluding attacks made by

1 CP ROLLIN' DEFF STRATAGEM

SHOOTING

Rolling into the midst of the foe, this wagon unleashes a

When: Your Shooting phase, when a friendly BATTLEWAGON unit is

Target: That BATTLEWAGON unit.

Effect: Your unit's ranged attacks (excluding attacks made by

1 CP ROLLIN' DEFF STRATAGEM **CHARGE**

Having several tons of metal covered in blood, rust and

When: Your Charge phase, when a friendly WAGON unit ends a

Target: That WAGON unit.

Effect: Each enemy unit engaged with your unit makes a

1 CP ROLLIN' DEFF STRATAGEM **CHARGE**

Having several tons of metal covered in blood, rust and

When: Your Charge phase, when a friendly WAGON unit ends a

Target: That WAGON unit.

Effect: Each enemy unit engaged with your unit makes a

1 CP ROLLIN' DEFF STRATAGEM **FIGHT**

Hitting the enemy lines at full speed results in a crushing

When: Your Fight phase, when a friendly WAGON unit that made a

Target: That WAGON unit.

Effect: Your unit's melee attacks have [CLEAVE 1].

1 CP ROLLIN' DEFF STRATAGEM **FIGHT**

Hitting the enemy lines at full speed results in a crushing

When: Your Fight phase, when a friendly WAGON unit that made a

Target: That WAGON unit.

Effect: Your unit's melee attacks have [CLEAVE 1].

ORKS

SPEEDWAAAGH!

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Master Meknologist

20 pts

Big Mek model only. Improve the Ballistic Skill characteristic of the bearer's ranged weapons by 1.

Dakkamek

25 pts

Mek model only. Each time the bearer uses its Mekaniak ability, until the start of your next Command phase, ranged weapons equipped by the selected Vehicle model have the [RAPID FIRE 1] ability

Supa-burny Fuel

15 pts

Deffkilla Wartrike model only. Change the Attacks characteristic of the bearer's killa jet – burna weapon to 3D6, and change the Attacks characteristic of the bearer's killa jet – cutta weapon to 3.

Kustom Shokk Box

10 pts

Deffkilla Wartrike model only. Each time the bearer uses its turbo, its unit can move horizontally through terrain features.

DETACHMENT RULE

Each time a Speed Freeks or Trukk unit (excluding Aircraft) from your army Advances, it can use its turbo. If it does, do not make an Advance roll for it; instead, until the end of the phase, models in that unit have a Move characteristic of 24" but can only move in one straight line, and until the end of the turn, ranged weapons equipped by those models have the [ASSAULT] ability and that unit cannot declare a charge.

Designer's Note: *When a unit uses its turbo, the models in that unit cannot pivot, and they cannot make a move of two or more straight lines (e.g. to navigate around obstacles). That unit also cannot declare a charge, even if another rule would let it declare a charge in a turn in which it Advanced.*

STRATAGEMS (6/6)

1 CP SPEEDWAAAGH! – STRATEGIC PLOY STRATAGEM **MOVEMENT**

ON DA MOVE

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 turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back or Advanced (unless it used its turbo this turn).

1 CP SPEEDWAAAGH! – STRATEGIC PLOY STRATAGEM **SHOOTING**

DUST TRAILS

When: Your opponent's Shooting 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, your unit has the Benefit of Cover.

1 CP SPEEDWAAAGH! – STRATEGIC PLOY STRATAGEM **SHOOTING**

MOBILE DAKKASTORM

When: Your Shooting phase, just after a Speed Freeks or Trukk unit from your army has shot.

Target: That SPEED FREEKS or TRUKK unit.

Effect: Select one enemy unit hit by one or more of those attacks (excluding attacks made with Indirect Fire weapons). Until the end of the phase, each time a model in a SPEED FREEKS or TRUKK unit from your army makes an attack that targets that unit, improve the Strength characteristic of that attack by 2.

1 CP SPEEDWAAAGH! – WARGEAR STRATAGEM **SHOOTING**

SPESHUL AMMO

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, ranged weapons equipped by models in your unit (excluding Torrent weapons) have the [ANTI-MONSTER 4+] and [ANTI-VEHICLE 4+] abilities.

1 CP SPEEDWAAAGH! – STRATEGIC PLOY STRATAGEM **FIGHT**

DED KILLY CONSTRUCTION

When: Your Fight phase.

Target: One Speed Freeks or Trukk unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LANCE] ability and, if your unit made a Charge move this turn, until the end of the phase, add 1 to the Damage characteristic of those weapons.

1 CP SPEEDWAAAGH! – STRATEGIC PLOY STRATAGEM **FIGHT**

EVASIVE MANOOVA

When: End of your opponent's Fight phase.

Target: One Speed Freeks or Trukk unit from your army that is not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

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

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 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

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 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

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 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 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 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

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

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 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

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

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.

ATTACK FIGHTA [LEGENDS]

100 PTS

M20+"

T9

SV3+

W10

LD7+

OC0

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin big shoota	36"	3	5+	5	0	1
Wing missiles	24"	1	5+	9	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Attack Fighta [Legends]

Equipped with: Twin big shoota, Wing missiles, Armoured hull

Wargear Options:

- This model can be equipped with 1x Wing missiles.

ABILITIES

Interceptor

Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

Small Bomms

Each time the bearer ends a Normal move, you can select one enemy unit it moved across during that move and roll three D6: for each 4+, that unit suffers 1 mortal wound.

WEAPON RULES

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



ORKS

BANNERNOB

50 PTS



M	T	SV	W	LD	OC	
6"	5	4+	4	7+	6	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shoota RAPID FIRE 1	18"	2	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	5	3+	4	-1	1

AUFSTELLUNG

1x Bannernob (40mm)
Equipped with: Shoota, Choppa

ABILITIES

CORE - Leader

- Waaagh! Banner
- This unit has a 5+ InSv.
 - While the Waaagh! is active for this unit, this unit has +1 T.

Leader

This model can be attached to the following units:

- BOYZ
- BREAKA BOYZ
- BURNA BOYZ
- FLASH GITZ
- LOOTAS
- NOBZ
- TANKBUSTAS

WEAPON RULES

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



ORKS

BATTLEWAGON

145 PTS



M	T	SV	W	LD	OC	
10"	10	3+	16	7+	5	6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Killkannon	24"	D6+1	5+	9	-2	2
Lobba BLAST INDIRECT FIRE	48"	D6	5+	5	0	1
Zzap gun ANTI-VEHICLE 4+	36"	1	5+	D6+6	-3	5
► Kannon - frag BLAST	36"	D6+3	5+	6	0	1
► Kannon - shell	36"	1	5+	10	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Deff rolla	Melee	6	3+	9	-1	2
Grabbin' klaw EXTRA ATTACKS	Melee	2	3+	8	-2	2
Tracks and wheels	Melee	6	4+	8	0	1
Wreckin' ball EXTRA ATTACKS	Melee	1	4+	10	0	D6

AUFSTELLUNG

1x Battlewagon (Hull)

Equipped with: Big shoota, Killkannon, Lobba, Zzap gun, ► Kannon - frag, ► Kannon - shell, Deff rolla, Grabbin' klaw, Tracks and wheels, Wreckin' ball

Wargear Options:

- This model can be equipped with 1x Lobba.
- This model can be equipped with 1x Wreckin' ball.
- This model can be equipped with 1x Grabbin' klaw.
- This model can be equipped with up to 4x Big shoota.
- This model can be equipped with one of: Killkannon, Zzap gun, Kannon.
- This model can replace its Tracks and wheels with Deff rolla.

ABILITIES

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Ramshackle but Rugged

Each time an attack is allocated to this model, worsen the Armour Penetration characteristic of that attack by 1.

'Ard Case

Add 2 to the bearer's Toughness characteristic, but it no longer has the Firing Deck ability.

Battlewagon (Transport)

Capacity: This model has a transport capacity of 22 ORKS INFANTRY models. If this model is equipped with a killkannon, it has a transport capacity of 12 ORKS INFANTRY models. Each MEGAARMOUR or JUMP PACK model takes up the space of 2 models. The GHAZGHKULL THRAKA model takes up the space of 4 models.



WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

EXTRA ATTACKS

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

INDIRECT FIRE

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

◇ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◇ Firing Deck 11

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

BEAST SNAGGA BOYZ

90-170 PTS



M	T	SV	W	LD	OC
6"	5	5+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga	12"	1	5+	4	0	1
CLOSE-QUARTERS						
Slugga	12"	1	5+	4	0	1
CLOSE-QUARTERS						
Thump gun BLAST	18"	D3	5+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	3	3+	5	-1	1
Close combat weapon	Melee	2	3+	5	0	1
Power snappa	Melee	4	3+	7	-1	2

AUFSTELLUNG

9-19x Beast Snagga Boy w/ Thump gun oder Beast Snagga Boy (32mm)
1x Beast Snagga Nob (32mm)

Equipped with: Slugga, Thump gun, Choppa, Close combat weapon, Power snappa

ABILITIES

Monster Hunters

Each time a model in this unit makes an attack that targets a MONSTER or VEHICLE unit, you can re-roll the Hit roll.

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

CORE RULES

Close-quarters

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.



ORKS

BEASTBOSS

80 PTS



M	T	SV	W	LD	OC	
6"	5	4+	6	6+	1	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shoota RAPID FIRE 1	18"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Beast Snagga klaw ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	4	3+	10	-2	2
Beastchoppa ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	6	2+	6	-1	2

AUFSTELLUNG

1x Beastboss (50mm)

Equipped with: Shoota, Beast Snagga klaw, Beastchoppa

ABILITIES

CORE - Leader

Beastboss

While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

Ferocious Rage

Each time this model makes a Charge move, until the end of the turn, melee weapons it is equipped with have the **DEVASTATING WOUNDS** ability.

Leader

This model can be attached to the following unit:

- Beast Snagga Boyz

WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



CORE RULES

◆ **Feel No Pain 6+**

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◆ **Leader**

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



ORKS

BEASTBOSS ON SQUIGOSAUR

95 PTS



M

T

SV

W

LD

OC

5+

10"

8

3+

8

6+

3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga	12"	1	5+	4	0	1
CLOSE-QUARTERS						
Thump gun	18"	D3	5+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Beastchoppa	Melee	6	2+	6	-1	2
Squigosaur's jaws	Melee	3	4+	7	-2	3

AUFSTELLUNG

1x Beastboss on Squigosaur (80mm)

Equipped with: Slugga, Thump gun, Beastchoppa, Squigosaur's jaws

Wargear Options:

This model can be equipped with 1x Thump gun.

ABILITIES

CORE - Leader

Single-minded Predator

You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

That use is -1 CP.

That use does not prevent any uses of that stratagem on other units this phase.

Thundering Stampede

While this model is leading a unit, add 1 to Charge rolls made for that unit.

Leader

This model can be attached to the following unit:

- SQUIGHOG BOYZ

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

EXTRA ATTACKS

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



BIG GUNZ [LEGENDS]



M	T	SV	W	LD	OC	
3"	4	5+	3	8+	1	6+



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lobba BLAST HEAVY INDIRECT FIRE	48"	D6	6+	5	0	1
Zzap gun DEVASTATING WOUNDS HEAVY	36"	1	6+	2D6	-3	3
► Kannon - frag BLAST HEAVY	36"	D6	6+	5	0	1
► Kannon - shell HEAVY	36"	1	6+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	2	3+	4	0	1

AUFSTELLUNG

1-2x Big Gunz w/ Kannon oder Big Gunz w/ Lobba oder Big Gunz w/ Zzap gun

Equipped with: Lobba, Zzap gun, ► Kannon - frag, ► Kannon - shell, Close combat weapons

ABILITIES

Big Gunz

Designer's Note: *Place two Grot Crew tokens next to each Big Gun model when this unit is first set up, removing one each time its Big Gun model loses a wound (a Big Gun model itself is considered to represent its final wound).*

Splat!

Each time a model in this unit makes a ranged attack that targets a unit containing 10 or more models, re-roll a Hit roll of 1.

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

INDIRECT FIRE

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).



ORKS

BIG
MEK

70 PTS



M	T	SV	W	LD	OC
6"	5	3+	6	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Traktor blasta ANTI-FLY 3+ DEVASTATING WOUNDS	36"	1	5+	10	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drilla	Melee	2	3+	12	-3	3
Power klaw	Melee	4	3+	9	-2	2

AUFSTELLUNG

1x Big Mek (50mm)

Equipped with: Kustom mega-blasta, Traktor blasta, Drilla, Power klaw

Wargear Options:

■ This model can replace its Power klaw with Drilla.

■ This model can replace its Kustom mega-blasta with Traktor blasta.

ABILITIES

CORE - Leader

More Dakka

While this model is leading a unit, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1.

Shokk-boosta

You can re-roll Advance rolls made for this model's unit. In addition, each time this model's unit makes a Normal, Advance or Fall Back move, models in that unit can move through models and terrain features. When doing so, they can move within Engagement Range of such models but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.

Leader

This model can be attached to the following units:

- BOYZ
- BREAKA BOYZ
- LOOTAS
- MEK GUNZ
- NOBZ
- TANKBUSTAS



WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

CORE RULES

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

ORKS

BIG MEK
DAKKARIG

115 PTS



M	T	SV	W	LD	OC	
8"	8	3+	11	7+	3	5+



RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Blitzkannon	HEAVY SUSTAINED HITS 1	24"	8	5+	7	-2	2
Rokkit launcha	HEAVY	24"	6	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Stompy feet	Melee	4	3+	6	-1	1

AUFSTELLUNG

1x Big Mek Dakkarig (90mm)
Equipped with: Blitzkannon, Rokkit launcha, Stompy feet

ABILITIES

Dakkablitz

In your Shooting phase, while making attacks with this unit, if its blitzkannon targeted a non-MONSTER/VEHICLE unit, that weapon has +6 A.

WEAPON RULES

HEAVY

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



BIG MEK IN MEGA ARMOUR

80 PTS



M	T	SV	W	LD	OC
5"	6	2+	5	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kombi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	5+	4	0	1
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Kustom shoota RAPID FIRE 2	18"	4	5+	4	0	1
Tellyport blasta BLAST	12"	3	5+	8	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Killsaw	Melee	3	4+	12	-3	2
Power klaw	Melee	4	3+	9	-2	2

AUFSTELLUNG

1x Big Mek in Mega Armour (40mm)

Equipped with: Kombi-weapon, Kustom mega-blasta, Kustom shoota, Tellyport blasta, Killsaw, Power klaw

Wargear Options:

- This model can be equipped with one of: Tellyport blasta, Kustom force field.
- This model can be equipped with 1x Grot oiler.
- This model can replace its Kustom mega-blasta with Kustom shoota, Kombi-weapon or Killsaw.

ABILITIES

CORE - Leader

Fix Dat Armour Up

While this model is leading a unit, in your Command phase, you can return 1 destroyed Bodyguard model to that unit.

Grot Oiler

Once per battle, at the end of your Movement phase, one model in the bearer's unit regains D3 lost wounds.

Designer's Note: Place a Grot Oiler token next to the unit, removing it once this ability has been used.

Kustom Force Field

While the bearer is leading a unit, models in that unit have a 4+ invulnerable save against ranged attacks.

More Dakka

While this model is leading a unit, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1.

Leader

This model can be attached to the following unit:
- MEGANOBSZ



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



BIG MEK ON WARBIKE [LEGENDS]

105 PTS

M

12"

T

6

SV

4+

W

6

LD

7+

OC

2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kombi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	5+	4	0	1
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Kustom mega-slugga BLAST HAZARDOUS	12"	D3	5+	8	-2	D6
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Shokk attack gun BLAST HEAVY	60"	D6+1	5+	9	-4	D6
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1
Twin dakkagun ASSAULT RAPID FIRE 2 TWIN-LINKED	18"	3	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big choppa	Melee	4	3+	7	-1	2
Choppa	Melee	4	3+	5	-1	1
Close combat weapon	Melee	4	3+	5	0	1
Killsaw	Melee	3	4+	12	-3	2
Power klaw	Melee	4	4+	9	-2	2

AUFSTELLUNG

1x Big Mek on Warbike [Legends]

Equipped with: Kombi-weapon, Kustom mega-blasta, Kustom mega-slugga, Rokkit launcha, Shokk attack gun, Slugga, Twin dakkagun, Big choppa, Choppa, Close combat weapon, Killsaw, Power klaw

Wargear Options:

- This model can replace its Slugga with Kombi-weapon, Kustom mega-blasta, Rokkit launcha, Big choppa, Power klaw, Kustom mega-slugga, Kustom force field or Shokk attack gun.
- This model can replace its Choppa with Kombi-weapon, Kustom mega-blasta, Rokkit launcha, Big choppa, Power klaw, Killsaw or Kustom mega-slugga.

ABILITIES

CORE - Leader

Kustom Force Field

While the bearer is leading a unit, models in that unit have a 4+ invulnerable save against ranged attacks.

Mekaniak

At the end of your Movement phase, you can select one friendly ORKS VEHICLE model within 3" of this model. That VEHICLE model regains up to D3 lost wounds, and, until the start of your next Movement phase, each time that VEHICLE model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

More Dakka

While this model is leading a unit, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1.



Leader

This model can be attached to the following unit:

- NOBZ ON WARBIKES
- SKORCHAS
- WARBIKERS
- WARBUGGIES

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

HEAVY

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).



TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◇ Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

◇ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



BIG MEK WITH KUSTOM FORCE FIELD [LEGENDS]

55 PTS



M	T	SV	W	LD	OC
6"	5	4+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga	12"	1	5+	4	0	1
CLOSE-QUARTERS						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1

AUFSTELLUNG

1x Big Mek with Kustom Force Field [Legends]

Equipped with: Slugga, Choppa

Wargear Options:

- This model can be equipped with 1x Grot helper.

ABILITIES

CORE - Leader

Grot Helper

Once per battle, the bearer can overcharge its kustom force field one additional time.

Designer's Note: Place a Grot Helper token next to the bearer, removing it once this ability has been used.

Kustom Force Field

While this model is leading a unit, models in that unit have a 5+ invulnerable save against ranged attacks. Once per battle, at the start of any phase, this model can overcharge its kustom force field. If it does, until the end of the phase, this invulnerable save is improved to 4+.

More Dakka

While this model is leading a unit, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1.

Leader

This model can be attached to the following units:

- BOYZ
- BURNA BOYZ
- LOOTAS
- NOBZ
- TANKBUSTAS

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



BIG MEK WITH SHOKK ATTACK GUN

70 PTS



M	T	SV	W	LD	OC
6"	5	4+	5	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shokk attack gun BLAST HEAVY	60"	D6+1	5+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	5	0	1

AUFSTELLUNG

- 1x Big Mek with Shokk Attack Gun (40mm)
- Equipped with:** Shokk attack gun, Close combat weapon
- Wargear Options:**
 - This model can be equipped with 1x Grot assistant.

ABILITIES

CORE - Leader

Deranged Snotling Assault

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks; that unit must take a Battle-shock test.

Grot Assistant

Once per battle, after rolling to determine how many attacks the bearer's shokk attack gun makes, you can re-roll that dice.

Designer's Note: *Place a Grot Assistant token next to the bearer, removing it once this ability has been used.*

More Dakka

While this model is leading a unit, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1.

Leader

This model can be attached to the following units:

- BOYZ
- BREAKA BOYZ
- LOOTAS
- MEK GUNZ
- NOBZ
- TANKBUSTAS

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.



CORE RULES

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



ORKS

BIG TRAKK
[LEGENDS]

90 PTS



M	T	SV	W	LD	OC	
12"	9	4+	12	7+	3	6+

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
► Kannon - frag BLAST	36"	D6	5+	5	0	1
► Kannon - shell	36"	1	5+	9	-2	D6
► Supa-kannon - frag BLAST	36"	D6+3	5+	5	0	1
► Supa-kannon - shell	36"	1	5+	9	-2	D3+3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Big Trakk [Legends]

Equipped with: Big shoota, ► Kannon - frag, ► Kannon - shell, ► Supa-kannon - frag, ► Supa-kannon - shell, Armoured hull

Wargear Options:

- This model can be equipped with one of: Kannon, Supa-kannon.

ABILITIES

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Spiked Ram

Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

Big Trakk (Transport)

Capacity: This model has a transport capacity of 12 ORKS INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models. This model cannot transport GHAZGHKULL THRAKA models.

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



CORE RULES

◆ **Deadly Demise D3**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ **Firing Deck 12**

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.



ORKS

BIG'ED
BOSSBUNKA

135 PTS



M	T	SV	W	LD	OC
-	10	3+	12	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
► Gaze of Gork - glare BLAST SUSTAINED HITS D3	24"	D6	5+	5	0	1
► Gaze of Gork - squint SUSTAINED HITS D3	18"	1	5+	12	-4	3

AUFSTELLUNG

1x Big'ed Bossbunka (Hull)

Equipped with: Big shoota, ► Gaze of Gork - glare, ► Gaze of Gork - squint

ABILITIES

Fortification

While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Ramshackle Cover

Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.

Shoutin' Pole (Aura)

While a friendly ORKS unit is within 6" of this FORTIFICATION, improve the Leadership characteristic of models in that unit by 1.

Big'ed Bossbunka (Transport)

Capacity: This model has a transport capacity of 11 ORKS INFANTRY models (excluding GHAZGHKULL THRAKA). Each MEGAARMOUR or JUMP PACK model takes up the space of 2 models.

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*



CORE RULES

◆ **Deadly Demise D3**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ **Firing Deck 11**

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.



ORKS

BIGBOSS

55 PTS



M	T	SV	W	LD	OC
6"	5	4+	5	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga	12"	1	5+	4	0	1
CLOSE-QUARTERS						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Two-handed big choppa	Melee	5	3+	7	-1	2
CLEFT 1						

AUFSTELLUNG

1x Bigboss (40mm)

Equipped with: Slugga, Two-handed big choppa

ABILITIES

CORE - Leader

Breakin' Heads

This unit's melee weapons have [SUSTAINED HITS 1].

Somethin' to Prove

This unit has +1 to charge rolls.

Leader

This model can be attached to the following units:

- BOYZ
- BREAKA BOYZ
- NOBZ

WEAPON RULES

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

Cleave

This ability always takes the form [CLEFT X]. Each time you gather attack dice for a [CLEFT] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



ORKS

BLITZA-BOMMER

105 PTS



M	T	SV	W	LD	OC	
-	9	3+	12	7+	-	6+



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Twin supra-shoota RAPID FIRE 2 SUSTAINED HITS 1	36"	4	5+	6	-1	1

TWIN-LINKED

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Blitzza-bommer (120x92mm Oval Base)

Equipped with: Big shoota, Twin supra-shoota, Armoured hull

ABILITIES

Boom Bomb

At the end of your opponent's Fight phase, select one visible enemy unit (excluding Lone Operative units) within 24" of this unit, and roll one D6 for that unit: On a 4+, that unit suffers D6 mortal wounds.

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

This ability always takes the form **Deadly Demise X**. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



ORKS

BOOMDAKKA
SNAZZWAGON

70 PTS



M	T	SV	W	LD	OC	
12"	7	4+	9	7+	3	6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Grot blasta PISTOL	12"	1	4+	3	0	1
Mek speshul ASSAULT RAPID FIRE 4 SUSTAINED HITS 1	24"	12	5+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spiked wheels	Melee	4	4+	7	-1	2

AUFSTELLUNG

1x Boomdakka Snazzwagon (150x95mm Oval Base)

Equipped with: Big shoota, Grot blasta, Mek speshul, Spiked wheels

ABILITIES

Billowing Fumes (Aura)

While an enemy unit (excluding MONSTER/VEHICLE units) is within 6" of this unit, when that enemy unit is selected to shoot, that unit's targets have the benefit of cover until that unit has shot.

WEAPON RULES

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*



CORE RULES

◆ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



ORKS

BOSS
SNIKROT

75 PTS



M

6"

T

5

SV

5+

W

6

LD

6+

OC

1

5+

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga PISTOL	12"	1	4+	4	0	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Mork's Teeth PRECISION TWIN-LINKED	Melee	6	2+	6	-1	2

AUFSTELLUNG

1x Boss Snikrot (40mm)

Equipped with: Slugga, Mork's Teeth

ABILITIES

CORE - Leader

- Kunnin' Infiltrator (Once per battle, per army)
- In your Movement phase, if this unit is unengaged, you can use this ability. If you do:
- Place this unit in strategic reserves.

- This unit has Deep Strike.

- This unit must make an ingress move this phase (including in your first turn).

- Red Skull Kommandos
- This unit has +1 Sv against ranged attacks.

- Leader
- This model can be attached to the following unit:
- KOMMANDOS

WEAPON RULES

- PISTOL**
- PISTOL** and [CLOSE-QUARTERS] are identical for all rules purposes.
- Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

- PRECISION**
- While resolving attacks made with one or more **PRECISION** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

- TWIN-LINKED**
- Each time an attack is made with a **TWIN-LINKED** weapon, you can re-roll the wound roll.

CORE RULES

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

◆ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).



ORKS

BOSS ZAGSTRUK

[LEGENDS]

90 PTS



M

12"

T

5

SV

4+

W

6

LD

6+

OC

1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga	12"	1	5+	4	0	1
CLOSE-QUARTERS						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Da Vulcha's Klags and choppa	Melee	6	2+	8	-2	2

AUFSTELLUNG

1x Boss Zagstruk [Legends]

Equipped with: Slugga, Da Vulcha's Klags and choppa

ABILITIES

CORE - Leader

- Drill Boss

While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.
- Plummeting Descent

You can re-roll Charge rolls made for this model's unit in a turn in which it was set up on the battlefield from Reserves.

Leader

This model can be attached to the following unit:

- Stormboyz

CORE RULES

- Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.
- Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



ORKS

BOYZ

75-160 PTS



M	T	SV	W	LD	OC
6"	5	5+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Kombi-rokkit	24"	1	5+	10	-2	3
Kombi-shoota	24"	2	5+	4	0	1
Kombi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS	24"	1	5+	4	0	1
RAPID FIRE 1						
Kustom shoota RAPID FIRE 2	18"	4	5+	4	0	1
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Shoota RAPID FIRE 1	18"	2	5+	4	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big choppa	Melee	3	3+	7	-1	2
Choppa	Melee	3	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power klaw	Melee	3	4+	9	-2	2

AUFSTELLUNG

9-19x Boy oder Boy w/ Shoota

1x Boss Nob

Basegrößen: 32mm, Boss Nob (Armageddon) 40mm

Equipped with: Big shoota, Kombi-rokkit, Kombi-shoota, Kombi-weapon, Kustom shoota, Rokkit launcha, Shoota, Slugga, Big choppa, Choppa, Close combat weapon, Power klaw

Wargear Options:

- This model can be equipped with 1x Shoota.
- For every 10 models in this unit, up to 1 model can have its Choppa and Slugga replaced with 1x Big shoota and 1x Close combat weapon or 1x Rokkit launcha and 1x Close combat weapon.
- Each Boss Nob can replace its Big choppa and slugga with Kombi-weapon and close combat weapon.
- Each Boss Nob can replace its Big choppa with Big choppa and kustom shoota, Big choppa, kombi-rokkit and kombi-shoota or Power klaw.

ABILITIES

Get Da Good Bitz

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

◆ Close-quarters

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

ORKS

BREAKA
BOYZ

125 PTS

M	T	SV	W	LD	OC
6"	5	4+	2	7+	1

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rokkit pistol 	12"	1	5+	9	-2	3

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1
Knucklebustas  	Melee	5	3+	5	-1	1
						
Smash hammer  	Melee	2	3+	6	-2	3
Tankhammer  	Melee	2	3+	6	-2	3
 						

AUFSTELLUNG

5x Breaka Boy oder Breaka Boy w/ Tankhammer oder Breaka Boy w/
Knucklebustas
1x Boss Nob
Basegrößen: 32mm, Boss Nob 40mm
Equipped with: Rokkit pistol, Choppa, Knucklebustas, Smash hammer,
Tankhammer
Wargear Options:
■ Each Boss Nob must be equipped with 2 of: Rokkit pistol, Smash hammer.

ABILITIES

- Attached Unit**
If a CHARACTER unit from your army with the Leader ability can be attached to a BOYZ unit, it can be attached to this unit instead.
- Bomb Squigs**
Once per battle, for each bomb squig this unit has, after this unit ends a Normal move, you can use one Bomb Squig. If you do, select one enemy unit within 12" and visible to this unit and roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds.
- Trophy Hunters**
Each time this unit declares a charge, you can re-roll the Charge roll.



WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

ORKS

BURNA
BOY



M	T	SV	W	LD	OC
6"	5	5+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burna IGNORES COVER TORRENT	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cuttin' flames	Melee	2	4+	4	-2	1

AUFSTELLUNG

1x Burna Boy

Equipped with: Burna, Cuttin' flames

ABILITIES

WEAPON RULES

- IGNORES COVER

Each time an attack is made with an **IGNORES COVER** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- TORRENT

Each time an attack is made with a **TORRENT** weapon, that attack automatically hits the target.

ORKS

BURNA
BOYZ

60–120 PTS



M	T	SV	W	LD	OC
6"	5	5+	1	7+	1

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota 	36"	3	5+	5	0	1
Burna  	12"	D6	N/A	4	0	1
Kustom mega-blasta 	24"	3	5+	9	-2	D6
Rokkit launcha 	24"	D3	5+	9	-2	3

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Cuttin' flames	Melee	2	4+	4	-2	1

AUFSTELLUNG

1x Burna Boyz (32mm)

Equipped with: Big shoota, Burna, Kustom mega-blasta, Rokkit launcha, Close combat weapon, Cuttin' flames

Wargear Options:

- This model can replace its 1 Spanner and 4 Burna Boyz with 2 Spanners and 8 Burna Boyz.
- This model can replace its Big shoota with Kustom mega-blasta or Rokkit launcha.

ABILITIES

Pyromaniaks

Each time a model in this unit makes a ranged attack with a burna that targets an enemy unit within 6", re-roll a Wound roll of 1. If the target of that attack is also within range of an objective marker, you can re-roll the Wound roll instead.



WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

ORKS

BURNA-
BOMMER

115 PTS



M	T	SV	W	LD	OC	
-	9	3+	12	7+	-	6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Skorcha missile rack BLAST IGNORES COVER	36"	2D6	5+	5	-1	1
Twin big shoota RAPID FIRE 2 TWIN-LINKED	36"	3	5+	5	0	1
Twin supa-shoota RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	4	5+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Burna-bommer (120x92mm Oval Base)

Equipped with: Skorcha missile rack, Twin big shoota, Twin supa-shoota, Armoured hull

Wargear Options:

- This model can be equipped with 1x Skorcha missile rack.

ABILITIES

Burna Bomb
At the end of your opponent's Fight phase, you can select one visible enemy unit (excluding Lone Operative units) within 24" of this unit:

- Friendly ORKS units' ranged attacks that target that enemy unit have **IGNORES COVER** until the end of your next turn.
- Roll one D6 for each model in that enemy unit:
 - For each 6, that enemy unit suffers 1 mortal wound.

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◇ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

ORKS

CHINORK WARKOPTA

[LEGENDS]

105 PTS

M

14"

T

8

SV

4+

W

10

LD

7+

OC

2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Deffgun RAPID FIRE 1	48"	2	5+	8	-1	2
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Rattler kannon	24"	6	5+	6	-1	1
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Skorcha IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Chinork Warkopta [Legends]

Equipped with: Big shoota, Deffgun, Kustom mega-blasta, Rattler kannon, Rokkit launcha, Skorcha, Armoured hull

Wargear Options:

This model can be equipped with up to 2x Big bomms.

This model can replace its Big shoota with Kustom mega-blasta, Rokkit launcha or Skorcha.

This model can replace its 2 Deffguns with 2 Rattler kannons.

ABILITIES

- Aerial Deployment**
If this model starts the game in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.
- Big Bomms**
Once per battle, after the bearer ends a Normal move, you can select one enemy unit it moved across during that move and roll six D6: for each 4+, that unit suffers 1 mortal wound.
- Chinork Warkopta (Transport)**
Capacity: This model has a transport capacity of 12 Orks Infantry models. This model cannot transport Ghazghkull Thraka, Mega Armour or Jump Pack models.



WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

CORE RULES

◆ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ Firing Deck 12

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding **[ONE SHOT]** weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.



ORKS

DA RED GOBBO

[LEGENDS]

40 PTS



M	T	SV	W	LD	OC
6"	2	5+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom grot blasta DEVASTATING WOUNDS PISTOL	12"	D3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Icon of da Revolushun DEVASTATING WOUNDS	Melee	3	4+	3	0	1

AUFSTELLUNG

1x Da Red Gobbo [Legends]

Equipped with: Kustom grot blasta, Icon of da Revolushun

ABILITIES

CORE - Leader

Da Revolushun!

While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.

Has Yoo Been a Good Little Grot This Year?

Once per battle, in your Shooting phase, you can target this model's unit with the Grenade Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

Leader

This model can be attached to the following unit:

- Gretchin

WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a **DEVASTATING WOUNDS** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **DEVASTATING WOUNDS** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **DEVASTATING WOUNDS** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

PISTOL

PISTOL and **CLOSE-QUARTERS** are identical for all rules purposes.

Units containing one or more models with a **CLOSE-QUARTERS** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **CLOSE-QUARTERS** weapons.

- One or more of its other ranged weapons.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



DA RED GOBBO'S A-BOMB-INABLE SNOWMAN [LEGENDS]

40 PTS

M6"

T2

SV5+

W3

LD7+

OC2

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom grot blasta PISTOL	12"	D3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

AUFSTELLUNG

1x Da Red Gobbo's A-bomb-inable Snowman [Legends]

Equipped with: Kustom grot blasta, Close combat weapon

ABILITIES

- A-bomb-inable Snowman**

When this model is destroyed, its Deadly Demise ability inflicts mortal wounds on a D6 roll of 2+ instead of on a 6.
- Explosive Snowballs**

Once in each of your Shooting phases, you can target this unit with the Grenades stratagem for OCP. After resolving this stratagem, this unit can make a Normal move of up to 6".

WEAPON RULES

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.



CORE RULES

◆ **Deadly Demise D6**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ **Lone Operative**

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

◆ **Scouts 6"**

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.



DA RED GOBBO'S TINBOY [LEGENDS]

45 PTS

M6"

T6

SV3+

W5

LD7+

OC2

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Tinboy's kustom shoota	18"	D3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tinboy's klaw	Melee	3	3+	6	-1	2

AUFSTELLUNG

1x Da Red Gobbo's Tinboy [Legends]

Equipped with: Tinboy's kustom shoota, Tinboy's klaw

ABILITIES

Redistributin' da Gifts
Once in each of your Shooting phases, you can target this unit with the Grenade Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

CORE RULES

- Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
- Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.
- Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

 - If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
 - If that unit is wholly within your deployment zone, it can make a scout move.
 - If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

ORKS

DAKKAJET

125 PTS



M	T	SV	W	LD	OC	
-	9	3+	12	7+	-	6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin supra-shoota	36"	4	5+	6	-1	1
TWIN-LINKED						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Dakkajet (120x92mm Oval Base)

Equipped with: Twin supra-shoota, Armoured hull

ABILITIES

Dakkastorm

Each time this model makes a ranged attack, every successful Hit roll scores a Critical Hit.

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON RULES

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



ORKS

DEFF DREAD

110 PTS



M8"

T9

SV2+

W8

LD7+

OC3

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Skorcha IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dread klaw DEAD CHOPPY	Melee	4	3+	12	-2	3
Stompy feet	Melee	4	3+	5	0	1

AUFSTELLUNG

1x Deff Dread (60mm)

Equipped with: Big shoota, Kustom mega-blasta, Rokkit launcha, Skorcha, Dread klaw, Stompy feet

Wargear Options:

- This model must be equipped with 4 of: Dread klaw, Big shoota, Kustom mega-blasta, Rokkit launcha, Skorcha.

ABILITIES

Piston-driven Brutality
Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.



WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

CORE RULES

◇ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

DEFF ROLLA BATTLE FORTRESS

[LEGENDS]

250 PTS

M10"

T12

SV3+

W22

LD7+

OC8

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Lobba BLAST INDIRECT FIRE	48"	D6	5+	5	0	1
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Skorcha IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Twin big shoota RAPID FIRE 2 TWIN-LINKED	36"	3	5+	5	0	1
Zzap gun DEVASTATING WOUNDS	36"	1	5+	2D6	-3	3
► Kannon - frag BLAST	36"	D6	5+	5	0	1
► Kannon - shell	36"	1	5+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Deff rolla	Melee	6	3+	9	-1	2

AUFSTELLUNG

1x Deff Rolla Battle Fortress [Legends]

Equipped with: Big shoota, Lobba, Rokkit launcha, Skorcha, Twin big shoota, Zzap gun, ► Kannon - frag, ► Kannon - shell, Deff rolla

Wargear Options:

- This model must be equipped with 3 of: Zzap gun, Kannon, Lobba.
- This model can be equipped with up to 5x Big shoota.
- This model must be equipped with 2 of: Twin big shoota, Skorcha, Rokkit launcha.

ABILITIES

Damaged: 1-7 Wounds Remaining
While this model has 1-7 wounds remaining, subtract 4 from this model's Objective Control characteristic, and each time this model makes an attack, subtract 1 from the Hit roll.

Rolling Fortress
Each time a ranged attack is allocated to an ORKS model from your army, if that model is not fully visible to every model in the attacking unit because of this DEFF ROLLA BATTLE FORTRESS model, that model has the Benefit of Cover against that attack.

Deff Rolla Battle Fortress (Transport)
Capacity: This model has a transport capacity of 22 Orks Infantry models. Each Mega Armour or Jump Pack model takes up the space of 2 models. The Ghazghkull Thraka model takes up the space of 18 models.



WEAPON RULES

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◆ Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ Firing Deck 22

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.



ORKS

DEFFKILLA
WARTRIKE

70 PTS



M12"

T6

SV4+

W9

LD6+

OC3

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Deffkilla boomstikks ASSAULT	12"	6	5+	5	0	1
► Killa jet - burna IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
► Killa jet - cutta MELTA 2	12"	1	5+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Snagga klaw	Melee	4	3+	10	-2	2

AUFSTELLUNG

1x Deffkilla Wartrike (150x95mm Oval Base)

Equipped with: Deffkilla boomstikks, ► Killa jet - burna, ► Killa jet - cutta, Snagga klaw

ABILITIES

CORE - Leader

- Fuel-mixa Grot**
Each time this model's unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.
- Speedboss**
While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

- Leader**
This model can be attached to the following unit:
- NOBZ ON WARBIKES
- SKORCHAS
- WARBIKERS
- WARBUGGIES

WEAPON RULES

- ASSAULT**
Units containing one or more models with an **ASSAULT** weapon can shoot using **assault** shooting (10.05).
- IGNORES COVER**
Each time an attack is made with an **IGNORES COVER** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- MELTA**
This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

- TORRENT**
Each time an attack is made with a **TORRENT** weapon, that attack automatically hits the target.



CORE RULES

◆ **Deadly Demise 1**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ **Leader**

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



ORKS

DEFFKOPTAS

75-140 PTS



M	T	SV	W	LD	OC	
12"	6	4+	4	7+	2	6+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Kopta rokkits	BLAST TWIN-LINKED	24"	D3	5+	9	-2	3
Kustom mega-blasta	HAZARDOUS	24"	3	5+	9	-2	D6
Slugga		12"	1	5+	4	0	1
CLOSE-QUARTERS							

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spinnin' blades	Melee	6	3+	5	0	1

AUFSTELLUNG

3-6x Deffkopta oder Deffkopta w/ Kustom mega-blasta (75x42mm Oval Base)
Equipped with: Kopta rokkits, Kustom mega-blasta, Slugga, Spinnin' blades

ABILITIES

Deff from Above

Each time this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON RULES

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



DEFFKOPTAS WITH BIG SHOOTAS

[LEGENDS]

130 PTS



DEFFKOPTAS WITH BIG SHOOTAS

M	T	SV	W	LD	OC	
12"	6	4+	4	7+	2	6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kopta rokkits BLAST TWIN-LINKED	24"	D3	5+	9	-2	3
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1
Twin big shoota RAPID FIRE 2 TWIN-LINKED	36"	3	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Killsaw	Melee	3	4+	12	-3	2
Spinnin' blades	Melee	6	3+	5	0	1

AUFSTELLUNG

3x Deffkoptas with Big Shootas - Equipped with: Slugga, Spinnin' blades, Killsaw, Twin big shoota, Kopta rokkits, Kustom mega-blasta

Wargear Options:

- This model can be equipped with 1x Killsaw.
- This model can replace its Twin big shoota with Kopta rokkits or Kustom mega-blasta.

ABILITIES

Deff from Above

Each time this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.



CORE RULES

◆ Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



ORKS

FIGHTA-BOMMER

[LEGENDS]

100 PTS



M

20+"

T

9

SV

3+

W

12

LD

7+

OC

0

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grot-guided bomm BLAST ONE SHOT INDIRECT FIRE	72"	D6	4+	8	-2	2
Twin big shoota RAPID FIRE 2 TWIN-LINKED	36"	3	5+	5	0	1
Wing missiles	24"	1	5+	9	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Fighta-Bommer [Legends]

Equipped with: Grot-guided bomm, Twin big shoota, Wing missiles, Armoured hull

Wargear Options:

- This model can be equipped with one of: 2 Wing missiles, 2 Grot-guided bomms, Small bomms.

ABILITIES

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

- Small Bomms**

Each time the bearer ends a Normal move, you can select one enemy unit it moved across during that move and roll three D6: for each 4+, that unit suffers 1 mortal wound.
- Strafing Run**

Each time this model makes a ranged attack that targets a unit that cannot FLY, add 1 to the Hit roll.



WEAPON RULES

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

INDIRECT FIRE

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

ONE SHOT

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◇ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

ORKS

FLASH
GITZ

75–150 PTS



M	T	SV	W	LD	OC
6"	5	4+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Snazzgun HEAVY SUSTAINED HITS 1	24"	3	5+	6	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1

AUFSTELLUNG

4-9x Flash Gitz (40mm)
1x Kaptin (40mm)

Equipped with: Snazzgun, Choppa

ABILITIES

Ammo Runt

Once per battle, when this unit is selected to shoot, it can use this ability. If it does, until the end of the phase, ranged weapons equipped by models in this unit have the **[LETHAL HITS]** ability.
Designer's Note: *Place an Ammo Runt token next to the unit, removing it after this ability has been used.*

Gun-crazy Show-offs

Each time a model in this unit targets the closest eligible target with its snazzgun, until the end of the phase, that weapon has an Attacks characteristic of 4.

WEAPON RULES

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.
Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



GARGANTUAN SQUIGGOth

440 PTS



M	T	SV	W	LD	OC
10"	13	3+	30	7+	12

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Supa-kannon BLAST	60"	2D6	5+	12	-2	3
► Kannon - frag BLAST	36"	D6	5+	5	0	1
► Kannon - shell	36"	1	5+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Huge tusks - strike LANCE	Melee	6	3+	14	-3	12
► Huge tusks - sweep	Melee	18	3+	9	-2	3

AUFSTELLUNG

1x Gargantuan Squiggoth (Hull)

Equipped with: Supa-kannon, ► Kannon - frag, ► Kannon - shell, ► Huge tusks - strike, ► Huge tusks - sweep

Wargear Options:

- This model can be equipped with one of: Supa-kannon, Kannon.

ABILITIES

Damaged: 1-10 Wounds Remaining

While this model has 1-10 wounds remaining, subtract 6 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Gargantuan

Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding TITANIC models) and terrain features that are 4" or less in height as if they were not there.

Walking Bastion

This model does not suffer the penalty to its Hit rolls for making ranged attacks while enemy units are within Engagement Range of it.

Gargantuan Squiggoth (Transport)

Capacity: This model has a transport capacity of 20 ORKS INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models. GHAZGHKULL THRAKA takes up the space of 18 models. If this model is equipped with a supa-kannon, it has a transport capacity of 15 ORKS INFANTRY models.

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

LANCE

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.



CORE RULES

◆ **Deadly Demise 2D6**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ **Firing Deck 20**

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.



ORKS

GHAZGHKULL
THRAKA

235 PTS



GHAZGHKULL THRAKA

M	T	SV	W	LD	OC	
5"	6	2+	10	6+	4	4+

MAKARI

M	T	SV	W	LD	OC	
5"	6	7+	1	8+	1	2+*

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mork's Roar RAPID FIRE 4	36"	12	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Makari's stabba DEVASTATING WOUNDS	Melee	1	4+	3	0	1
➤ Gork's Klaw - strike	Melee	6	2+	14	-3	4
➤ Gork's Klaw - sweep	Melee	12	2+	8	-2	2

AUFSTELLUNG

1x Ghazghkull Thraka - Equipped with: Mork's Roar, ➤ Gork's Klaw - strike, ➤ Gork's Klaw - sweep
1x Makari - Equipped with: Makari's stabba
Basegrößen: 80mm, Makari 25mm

ABILITIES

CORE - Leader

Ghazghkull's Waaagh! Banner (Aura)

While a friendly ORKS unit is within 12" of Makari, if the Waaagh! is active for your army, melee weapons equipped by models in that unit have the **[LETHAL HITS]** ability.

Invulnerable Save (2+*)

While a friendly Makari model is on the battlefield, you cannot re-roll save rolls for this unit.

Prophet of Da Great Waaagh!

While this unit is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll and add 1 to the Wound roll and if the Waaagh! is active for your army, a Critical Hit is scored on a successful unmodified Hit roll of 5+.

Supreme Commander

If this unit is in your army, its Ghazghkull Thraka model must be your Warlord.

Leader

This unit can be attached to the following units:

- BOYZ
- BREAKA BOYZ
- MEGANOBS
- NOBZ



WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

LETHAL HITS

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



ORKS

GORKANAUT

255 PTS



M	T	SV	W	LD	OC	
8"	12	3+	20	7+	8	6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Deffstorm mega-shoota RAPID FIRE 10	36"	20	5+	6	-1	1
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Skorcha IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Twin big shoota RAPID FIRE 2 TWIN-LINKED	36"	3	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Klaw of Gork - strike	Melee	5	3+	18	-3	6
► Klaw of Gork - sweep	Melee	15	3+	8	-1	2

AUFSTELLUNG

1x Gorkanaut (170x109mm Oval Base)

Equipped with: Deffstorm mega-shoota, Rokkit launcha, Skorcha, Twin big shoota, ► Klaw of Gork - strike, ► Klaw of Gork - sweep

ABILITIES

Big an' Stompy

Each time this model makes a melee attack, if the Waaagh! is active for your army, add 1 to the Hit roll.

Clankin' Forward

Each time this model makes a Normal, Advance or Fall Back move, it can move over enemy models (excluding MONSTER and VEHICLE models) and terrain features that are 4" or less in height as if they were not there.

Damaged: 1-7 Wounds Remaining

While this model has 1-7 wounds remaining, subtract 4 from this model's Objective Control characteristic, and each time this model makes an attack, subtract 1 from the Hit roll.

Gorkanaut (Transport)

Capacity: This model has a transport capacity of 12 ORKS INFANTRY models (excluding GHAZGHKULL THRAKA). Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models.



WEAPON RULES

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◇ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

ORKS

GRETCHIN

45–80 PTS



M	T	SV	W	LD	OC
6"	5	5+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grot blasta PISTOL	12"	1	4+	3	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	2	0	1
Grot-smacka	Melee	3	3+	5	0	1

AUFSTELLUNG

- 1x Gretchin
- Basegrößen: 25mm, Runtherd 32mm
- Equipped with: Grot blasta, Slugga, Close combat weapon, Grot-smacka
- Wargear Options:
- This model can replace its 0-1 Runtherd and 10 Gretchin with 0-2 Runtherds and 20 Gretchin.
 - This model can be equipped with 1x Runtherd.
 - This model can be equipped with up to 2x Runtherd.

ABILITIES

Runtherd

Each time an attack targets this unit, if it contains one or more Gretchin models, until that attack is resolved, Runtherd models in this unit have a Toughness characteristic of 2.

Thievin' Scavengers

At the start of your Movement phase, roll one D6 for each objective marker you control that has one or more units from your army with this ability within range of it (excluding Battle-shocked units). If one or more of those rolls is a 4+, you gain 1CP.

WEAPON RULES

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.



CORE RULES

◆ Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◆ Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

◆ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

GROT BOMM LAUNCHA

[LEGENDS]

50 PTS



M

12"

T

6

SV

4+

W

6

LD

7+

OC

2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grot-guided bomms	72"	D6	4+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spiked wheel	Melee	2	4+	6	0	1

AUFSTELLUNG

1x Grot Bomm Launcha [Legends]
Equipped with: Grot-guided bomms, Spiked wheel

ABILITIES

Furious Barrage

Each time this model makes a ranged attack that targets an enemy unit that contains five or more models, you can re-roll the Hit roll.

WEAPON RULES

BLAST
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

INDIRECT FIRE
Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

ONE SHOT
Each weapon with this ability can only be selected to make attacks with once per battle. If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.



GROT MEGA-TANK [LEGENDS]

110 PTS



M	T	SV	W	LD	OC
8"	9	3+	12	8+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Mega-tank weapons RAPID FIRE 10	18"	10	4+	5	0	1
Twin big shoota RAPID FIRE 2 TWIN-LINKED	18"	3	4+	5	0	1
Twin grotzooka BLAST IGNORES COVER TWIN-LINKED	18"	D3+3	4+	6	-1	1
Twin kustom mega-blasta HAZARDOUS TWIN-LINKED	24"	2	4+	9	-2	D6
Twin rokkit launcha BLAST TWIN-LINKED	24"	D3	4+	9	-2	3
Twin skorcha IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	4	0	1

AUFSTELLUNG

1x Grot Mega-Tank [Legends]

Equipped with: Mega-tank weapons, Twin big shoota, Twin grotzooka, Twin kustom mega-blasta, Twin rokkit launcha, Twin skorcha, Armoured hull

Wargear Options:

- This model must be equipped with 2 of: Twin big shoota, Twin grotzooka, Twin kustom mega-blasta, Twin rokkit launcha, Twin skorcha.

ABILITIES

Bizarrely Resilient

Each time an attack targets this model, worsen the Armour Penetration characteristic of that attack by 1.

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◆ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

ORKS

GROT TANKS

[LEGENDS]

155–310 PTS



M	T	SV	W	LD	OC
10"	6	3+	5	8+	2

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Grot tank shoota	DEVASTATING WOUNDS RAPID FIRE 2	36"	3	4+	5	0	1
Grotzooka	BLAST IGNORES COVER	18"	D3+3	4+	6	-1	1
Kustom mega-blasta	HAZARDOUS	24"	2	4+	9	-2	D6
Rokkit launcha	BLAST	24"	D3	4+	9	-2	3
Skorcha	IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ramshackle hull	Melee	3	5+	6	0	1

AUFSTELLUNG

- 4-8x Grot Tank w/ Grot tank shoota oder Grot Tank w/ Grotzooka oder Grot Tank w/ Kustom mega-blasta oder Grot Tank w/ Rokkit launcha oder Grot Tank w/ Skorcha
- 2x Grot Tank w/ additional weapon
- Equipped with: Grot tank shoota, Grotzooka, Kustom mega-blasta, Rokkit launcha, Skorcha, Ramshackle hull
- Wargear Options:
- Each Grot Tank w/ additional weapon must be equipped with 2 of: Skorcha, Grot tank shoota, Rokkit launcha, Kustom mega-blasta, Grotzooka.

ABILITIES

- Scatter!
- In your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".



WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

CORE RULES

◇ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

ORKS

GROTMAS GITZ

[LEGENDS]

40 PTS



M	T	SV	W	LD	OC
10"	3	4+	5	7+	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bludgeoning bag of gifts	Melee	3	3+	3	0	1
Massive gift-filled gob	Melee	3	4+	4	-2	2

AUFSTELLUNG

1x Grotmas Gitz [Legends]

Equipped with: Bludgeoning bag of gifts, Massive gift-filled gob

ABILITIES

Bludgeoning Cheer

Each time this model ends a Normal, Advance, Fall Back or Charge move, select one enemy unit within 3" of this model and roll six D6: for each 4+, that enemy unit suffers 1 mortal wound. That enemy unit must then take a Battle-shock test.

Gifts for All! (Aura)

While a GRETCHIN unit is within 6" of this model, that unit's Thievin' Scavengers ability is successful on D6 rolls of 2+, instead of rolls of 4+.

WEAPON RULES

EXTRA ATTACKS

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

CORE RULES

◆ Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◆ Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

◆ Scouts D6+4"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.



ORKS

HORDEBOSS

[CRUCIBLE]

75 PTS

M	T	SV	W	LD	OC
6"	5	4+	5	7+	1

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Burna IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Eyez of Mork PSYCHIC	18"	D6	5+	8	-3	2
Grot blasta PISTOL	12"	1	4+	3	0	1
Kombi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	5+	4	0	1
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Kustom mega-slugga BLAST HAZARDOUS	12"	D3	5+	8	-2	D6
Kustom shoota RAPID FIRE 2	18"	4	5+	4	0	1
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Rokkit pistol PISTOL	12"	1	5+	9	-2	3
Saddlegit weapons ASSAULT	9"	1	4+	3	0	1
Shokk attack gun BLAST HEAVY	60"	D6+1	5+	9	-4	D6
Shoota RAPID FIRE 1	18"	2	5+	4	0	1
Slugga	12"	1	5+	4	0	1
CLOSE-QUARTERS						
Snazzgun HEAVY SUSTAINED HITS 1	24"	3	5+	6	-1	2

Traktor blasta ANTI-FLY 3+ DEVASTATING WOUNDS	36"	1	5+	10	-2	D6+1
Twin dakkagun ASSAULT RAPID FIRE 2 TWIN-LINKED	18"	3	5+	5	0	1
'Eadbanger PRECISION PSYCHIC	24"	1	4+	6	-3	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Attack Squig EXTRA ATTACKS	Melee	2	4+	4	0	1
Beast Snaggaklaw ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	4	3+	9	-2	2
Beastchoppa ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	6	2+	6	-1	2
Big choppa	Melee	5	2+	7	-1	2
Choppa	Melee	5	3+	4	-1	1
Close combat weapon	Melee	4	3+	4	0	1
Cuttin' flames	Melee	3	3+	4	-2	1
Drilla	Melee	2	3+	12	-3	3
Killsaw	Melee	3	3+	12	-3	2
Knucklebustas ANTI-MONSTER 4+ ANTI-VEHICLE 4+ TWIN-LINKED	Melee	5	2+	5	-1	1
Power claw	Melee	4	3+	9	-2	2
Power snappa	Melee	5	2+	7	-1	2
Smash hammer ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	3	3+	6	-2	3
Squig jaws EXTRA ATTACKS	Melee	3	4+	6	-1	2



Tankhammer	ANTI-MONSTER 4+	ANTI-VEHICLE 4+	Melee	3	3+	6	-2	3
	DEVASTATING WOUNDS	HAZARDOUS						
Weirdboy staff	PSYCHIC		Melee	3	3+	8	-1	D3
'Uge choppa			Melee	4	2+	12	-2	2
'Urty syringe	ANTI-INFANTRY 4+	EXTRA ATTACKS	PRECISION	Melee	1	3+	2	0 1

AUFSTELLUNG

1x Hordeboss [Crucible]

Equipped with: Big shoota, Burna, Eyez of Mork, Grot blasta, Kombi-weapon, Kustom mega-blasta, Kustom mega-slugga, Kustom shoota, Rokkit launcha, Rokkit pistol, Saddlegit weapons, Shokk attack gun, Shoota, Slugga, Snazzgun, Traktor blasta, Twin dakkagun, 'Eadbanger, Attack Squig, Beast Snagga klaw, Beastchoppa, Big choppa, Choppa, Close combat weapon, Cuttin' flames, Drilla, Killsaw, Knucklebustas, Power klaw, Power snappa, Smash hammer, Squig jaws, Tankhammer, Weirdboy staff, 'Uge choppa, 'Urty syringe

Wargear Options:

- This model can be equipped with one of: Burna, Big shoota, Rokkit launcha, 'Eadbanger, Eyez of Mork, Kombi-weapon, Kustom mega-blasta, Kustom mega-slugga, Kustom shoota, Saddlegit weapons, Shoota, Shokk attack gun, Snazzgun, Traktor blasta.
- This model can be equipped with up to 2 of: Slugga, Grot blasta, Rokkit pistol.
- This model can be equipped with 1x Drilla.
- This model can be equipped with 1x Beastchoppa.
- This model can be equipped with 1x Power klaw.
- This model can be equipped with 1x Attack squig.
- This model can be equipped with 1x 'Urty syringe.
- This model can be equipped with 1x Weirdboy staff.
- This model can be equipped with 1x 'Uge choppa.

ABILITIES

CORE - Leader

Dok's Toolz

Hordeboss or Upstart Gretchin only. While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Kustom Force Field

Hordeboss only. While the bearer is leading a unit, models in that unit have a 4+ invulnerable save against ranged attacks.

Malicious Opportunist

Upstart Gretchin only. While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll and add 1 to the Wound roll.

Might is Right

Hordeboss only. While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

More Lads, More Swagger

Improve this model's Leadership characteristic by 1 for every 5 models in this unit.

Roar of Mork (Psychic)

Warhead only. In your opponent's Command phase, you can select one enemy unit within 18" of and visible to this Psyker and roll one D6: on a 1, this unit suffers D3 mortal wounds; on a 2+, until the start of your opponent's next Command phase, that enemy unit is confuzzled. While a unit is confuzzled, each time a Battle-shock or Leadership test is taken for it, subtract 2 from that test.

Rokkit Pack

Hordeboss only. Change this model's Move characteristic to 12", add the Jump Pack and Fly keywords, and it gains the Deep Strike ability. Replace the list of units this model can be attached to: Stormboyz

Smasha Squig

Hordeboss or Warhead only. Change this model's Move characteristic to 10", its Toughness characteristic to 7, its Save characteristic to 4+, its Wounds characteristic to 6, and it is equipped with 1 squig jaws in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mounted and Beast Snagga keywords, and replace the list of units this model can be attached to: Squighog Boyz.

Thunderous Dakkastorm

In your Shooting phase, after this model has shot, select on enemy unit hit by one or more of those attacks; that unit must take a Battle-shock test.

Top-tier Gubbinz

Hordeboss only. Add the Mek keyword. Replace the list of units this model can be attached to: Burna Boyz, Flash Gitz, Kommandos, Lootaz, Mek Gunz, Tankbustas.

Warbike

Hordeboss or Warhead only. Change this model's Move characteristic to 12", its Toughness and Wounds characteristic to 6, its Save characteristic to 4+, and it is equipped with 1 twin dakkagun in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mountedkeyword, and replace the list of units this model can be attached to: Warbikers.

Leader

This model can be attached to the following units:

- Boyz
- Nobz



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

EXTRA ATTACKS

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

PSYCHIC

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.



TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◆ Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

◆ Crucible

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

ORKS

HUNTA
RIG

125 PTS



M	T	SV	W	LD	OC
10"	10	3+	16	7+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stikka kannon ANTI-MONSTER 2+ ANTI-VEHICLE 2+	12"	1	5+	12	-2	3
SNAGGED						
'Eavy lobba BLAST INDIRECT FIRE	48"	D6	5+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Butcha boyz ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	4	3+	5	-1	1
EXTRA ATTACKS						
Savage horns and hooves EXTRA ATTACKS LANCE	Melee	4	4+	8	-1	3
Saw blades	Melee	6	3+	10	-2	2

AUFSTELLUNG

1x Hunta Rig (170x109mm Oval Base)

Equipped with: Stikka kannon, 'Eavy lobba, Butcha boyz, Savage horns and hooves, Saw blades

ABILITIES

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

On Da Hunt

For each model embarked within this TRANSPORT, add 1 to the Attacks characteristic of this model's butcha boyz weapon (to a maximum of +6).

Hunta Rig (Transport)

Capacity: This model has a transport capacity of 21 BEAST SNAGGA INFANTRY models.



WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

EXTRA ATTACKS

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

INDIRECT FIRE

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

LANCE

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

CORE RULES

◇ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◇ Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◇ Firing Deck 11

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

ORKS

KANNONWAGON

[LEGENDS]

115 PTS



M	T	SV	W	LD	OC	
12"	10	4+	16	7+	4	6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
► Supa-kannon - frag BLAST	36"	D6+3	5+	5	0	1
► Supa-kannon - shell	36"	1	5+	9	-2	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spiked ram	Melee	3	4+	8	0	1

AUFSTELLUNG

1x Kannonwagon [Legends]

Equipped with: Big shoota, ► Supa-kannon - frag, ► Supa-kannon - shell, Spiked ram

Wargear Options:

- This model can be equipped with up to 3x Big shoota.

ABILITIES

Big Booms

In your Shooting phase, just after selecting a target for this model's supa-kannon, roll one D6 for the target unit and every other unit within 3" of that unit: on a 5+, the unit being rolled for is struck by a concussive wave. After this model has finished making its attacks against that target unit this phase, each unit struck by a concussive wave this phase suffers D3 mortal wounds.

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Kannonwagon (Transport)

Capacity: This model has a transport capacity of 6 ORKS INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models. This model cannot transport GHAZGHKULL THRAKA models.

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



CORE RULES

◆ **Deadly Demise D6**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ **Firing Deck 6**

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

ORKS

KAPTIN BADRUKK

[LEGENDS]

80 PTS



M

6"

T

5

SV

3+

W

6

LD

7+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga PISTOL	12"	1	4+	4	0	1
► Da Rippla - standard HEAVY SUSTAINED HITS 1	24"	3	5+	7	-2	2
► Da Rippla - supercharge HAZARDOUS HEAVY	24"	3	5+	8	-3	3
SUSTAINED HITS 1						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	6	2+	5	-1	1

AUFSTELLUNG

1x Kaptin Badrukk [Legends]

Equipped with: Slugga, ► Da Rippla - standard, ► Da Rippla - supercharge, Choppa

ABILITIES

CORE - Leader

Ded Glowly Ammo (Aura)

While an enemy INFANTRY unit is within 6" of this model, subtract 1 from the Toughness characteristic of models in that unit.

Flashiest Gitz

While this model is leading a unit, each time a model in that unit makes a ranged attack, you can re-roll the Hit roll.

Leader

This model can be attached to the following unit:

- Flash Gitz



WEAPON RULES

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

HEAVY

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

◇ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

ORKS

KILL KRUSHA

[LEGENDS]

230 PTS



M10"

T12

SV3+

W22

LD7+

OC8

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Skorcha IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Twin big shoota RAPID FIRE 2 TWIN-LINKED	36"	3	5+	5	0	1
► Krusha kannon - blast burna BLAST	48"	3D6	5+	6	-1	1
► Krusha kannon - tankhamma shell HEAVY	60"	1	5+	16	-3	6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tracks and wheels	Melee	6	4+	8	-1	1

AUFSTELLUNG

1x Kill Krusha [Legends]

Equipped with: Rokkit launcha, Skorcha, Twin big shoota, ► Krusha kannon - blast burna, ► Krusha kannon - tankhamma shell, Tracks and wheels

Wargear Options:

- This model can be equipped with up to 2 of: 2 Rokkit launchas, Twin big shoota, Skorcha.

ABILITIES

- Da Biggest Booms**
In your Shooting phase, just after selecting a target for this model's krusha kannon, the target unit and every other enemy INFANTRY unit within 3" of that unit must take a Battle-shock test.
- Damaged: 1-7 Wounds Remaining**
While this model has 1-7 wounds remaining, subtract 4 from this model's Objective Control characteristic, and each time this model makes an attack, subtract 1 from the Hit roll.
- Kill Krusha** (Transport)
Capacity: This model has a transport capacity of 12 ORKS INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models. This model cannot transport GHAZGHKULL THRAKA models.



WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◇ Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◇ Firing Deck 12

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding **[ONE SHOT]** weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.



ORKS

KILL
RIG

145 PTS



M	T	SV	W	LD	OC
10"	10	3+	16	7+	5

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stikka kannon ANTI-MONSTER 2+ ANTI-VEHICLE 2+ SNAGGED	12"	1	5+	12	-2	3
Wurrtower HAZARDOUS PSYCHIC TORRENT	24"	D3	N/A	12	-3	D6
'Eavy lobba BLAST INDIRECT FIRE	48"	D6	5+	6	0	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Butcha boyz ANTI-MONSTER 4+ ANTI-VEHICLE 4+ EXTRA ATTACKS	Melee	4	3+	5	-1	1
Savage horns and hooves EXTRA ATTACKS LANCE	Melee	4	4+	8	-1	3
Saw blades	Melee	6	3+	10	-2	2

AUFSTELLUNG

1x Kill Rig (170x109mm Oval Base)

Equipped with: Stikka kannon, Wurrtower, 'Eavy lobba, Butcha boyz, Savage horns and hooves, Saw blades

ABILITIES

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Spirit of Gork (Psychic)

At the start of the Fight phase, you can select one friendly ORKS unit within 12" of this model and roll one D6: on a 1, this model suffers D3 mortal wounds; on a 2-5, until the end of the phase, add 1 to the Strength characteristic of melee weapons equipped by models in that unit; on a 6, until the end of the phase, add 1 to the Strength characteristic of melee weapons equipped by models in that unit and those weapons have the **[LETHAL HITS]** ability.

Kill Rig (Transport)

Capacity: This model has a transport capacity of 11 BEAST SNAGGA INFANTRY models.



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

EXTRA ATTACKS

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

INDIRECT FIRE

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

LANCE

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

CORE RULES

◇ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◇ Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

ORKS

KILL TANK

[LEGENDS]

295 PTS



M	T	SV	W	LD	OC
12"	12	3+	24	6+	10

➤

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bursta kannon BLAST	36"	3D6	5+	14	-2	3
Giga shoota SUSTAINED HITS 1	48"	30	5+	6	-1	1
Skorcha IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Twin big shoota RAPID FIRE 2 TWIN-LINKED	36"	3	5+	5	0	1

⚔

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Reinforced ram	Melee	8	4+	9	-1	2

AUFSTELLUNG

1x Kill Tank [Legends]

Equipped with: Bursta kannon, Giga shoota, Skorcha, Twin big shoota, Reinforced ram

Wargear Options:

- This model can replace its Bursta kannon with Giga shoota.

ABILITIES

Damaged: 1-8 Wounds Remaining

While this model has 1-8 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Wall of Dakka

Each time this model makes a ranged attack that targets a unit within half range, add 1 to the Hit roll.

Kill Tank (Transport)

Capacity: This model has a transport capacity of 12 ORKS INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models. It cannot transport GHAZGHKULL THRAKA models.



WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◇ Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

ORKS

KILLA
KANS

120–240 PTS



M

6"

T

6

SV

3+

W

5

LD

8+

OC

2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grotzooka BLAST IGNORES COVER	18"	D3+3	4+	6	-1	1
Kan shoota DEVASTATING WOUNDS RAPID FIRE 2	36"	3	4+	5	0	1
Rokkit launcha BLAST	24"	D3	4+	9	-2	3
Skorcha IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Kan klaw	Melee	3	4+	8	-2	3

AUFSTELLUNG

3-6x Killa Kan w/ Kan shoota oder Killa Kan w/ Grotzooka oder Killa Kan w/ Rokkit launcha oder Killa Kan w/ Skorcha (60mm)

Equipped with: Grotzooka, Kan shoota, Rokkit launcha, Skorcha, Kan klaw

ABILITIES

Shooty Power Trip

Each time this unit is selected to shoot, you can roll one D6:

- On a 1-2, this unit suffers D3 mortal wounds.
- On a 3-4, until the end of the phase, add 1 to the Strength characteristic of ranged weapons equipped by models in this unit.
- On a 5-6, until the end of the phase, add 1 to the Attacks characteristic of ranged weapons equipped by models in this unit.



WEAPON RULES

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

◇ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



ORKS

KOMMANDOS

120 PTS



M	T	SV	W	LD	OC
6"	5	5+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burna IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Kustom shoota RAPID FIRE 2	18"	4	5+	4	0	1
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big choppa	Melee	4	3+	7	-1	2
Breacha ram	Melee	2	4+	9	-2	2
Choppa	Melee	3	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power klaw	Melee	3	4+	9	-2	2

AUFSTELLUNG

9x Kommandos w/ Slugga and choppa oder Kommandos w/ Kustom shoota oder Kommandos w/ Breacha ram oder Kommandos w/ Burna oder Kommandos w/ Rokkit launcha (32mm)
1x Boss Nob (32mm)

Equipped with: Burna, Kustom shoota, Rokkit launcha, Slugga, Big choppa, Breacha ram, Choppa, Close combat weapon, Power klaw

Wargear Options:

- This model's Slugga and Choppa can be replaced with 1x Kustom shoota and 1x Close combat weapon, 1x Burna and 1x Close combat weapon or 1x Rokkit launcha and 1x Close combat weapon.
- Each Boss Nob can replace its Choppa with Power klaw or Big choppa.

ABILITIES

Bomb Squigs

Once per battle, for each bomb squig this unit has, after this unit ends a Normal move, you can use one Bomb Squig. If you do, select one enemy unit within 12" and visible to this unit and roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds.

Distraction Grot

Once per battle, in your opponent's Shooting phase, before making a saving throw for a model in this unit, it can deploy the distraction grot. If it does, until the end of the phase, models in this unit have a 5+ invulnerable save.

Designer's Note: *Place a Distraction Grot token next to the unit, removing it when this unit uses this ability.*



Patrol Squad

At the start of the Declare Battle Formations step this unit can be split into two units, each containing five models. (when splitting a unit in this way, make a note of which models form each of the two new units. If you are splitting a unit that is equipped with 1 bomb squig and/or 1 distraction grot, only one of the new units can use that ability during the battle – make a note of which of the new units this will be).

Sneaky Gitz

Enemy units cannot target this unit with snap shooting attacks.

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

CORE RULES

Close-quarters

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

ORKS

KUSTOM BOOSTA-BLASTA

70 PTS



M	T	SV	W	LD	OC	
12"	7	4+	9	7+	3	6+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Burna exhausts	IGNORES COVER	TORRENT	TWIN-LINKED	6"	2D6	N/A	4 0 1
Grot blasta	PISTOL			12"	1	4+	3 0 1
Rivet kannon	ASSAULT	RAPID FIRE 3		36"	6	5+	8 -1 2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spiked wheels	Melee	4	4+	7	-1	2

AUFSTELLUNG

1x Kustom Boosta-blasta (150x95mm Oval Base)
Equipped with: Burna exhausts, Grot blasta, Rivet kannon, Spiked wheels

ABILITIES

Rivetin' Dakka

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks made with a rivet kannon. Until the start of your next turn, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes a ranged attack, subtract 1 from the Hit roll.

WEAPON RULES

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



CORE RULES

◆ **Deadly Demise 1**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



ORKS

LIFTA WAGON

[LEGENDS]

135 PTS



M

10"

T

10

SV

3+

W

16

LD

7+

OC

5

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Lifta-droppa ANTI-VEHICLE 3+	36"	4	5+	6	-3	D6+1
Rokkit launcha BLAST	24"	D3	5+	9	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Deff rolla	Melee	6	3+	9	-1	2
Grabbin' klaw EXTRA ATTACKS	Melee	2	3+	8	-2	2
Tracks and wheels	Melee	6	4+	8	0	1
Wreckin' ball EXTRA ATTACKS	Melee	1	4+	10	0	D6

AUFSTELLUNG

1x Lifta Wagon [Legends]

Equipped with: Big shoota, Lifta-droppa, Rokkit launcha, Deff rolla, Grabbin' klaw, Tracks and wheels, Wreckin' ball

Wargear Options:

- This model can be equipped with 1x Grabbin' klaw.
- This model can be equipped with 1x Wreckin' ball.
- This model can replace its Tracks and wheels with Deff rolla.
- This model can be equipped with one of: 1 Big shoota, 2 Big shootas, 1 Rokkit launcha, 2 Rokkit launchas, 1 Big shoota and 1 rokkit launcha.

ABILITIES

Da Bigger Dey Are, da Better Dey Drop

Each time an attack made with this model's lifta-droppa destroys an enemy model that has the Deadly Demise ability, that model's Deadly Demise ability inflicts mortal wounds on a D6 roll of 3+ instead of on a 6.

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

EXTRA ATTACKS

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

◇ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

ORKS

LOOTA



M	T	SV	W	LD	OC
6"	5	5+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Deffgun HEAVY RAPID FIRE 1	48"	2	6+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

AUFSTELLUNG

1x Loota
Equipped with: Deffgun, Close combat weapon

ABILITIES

WEAPON RULES

HEAVY
In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

RAPID FIRE
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

ORKS

LOOTAS

50-100 PTS



M	T	SV	W	LD	OC
6"	5	5+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Deffgun HEAVY RAPID FIRE 1	48"	2	6+	8	-1	2
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Rokkit launcha BLAST	24"	D3	5+	9	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

AUFSTELLUNG

1x Lootas (32mm)

Equipped with: Big shoota, Deffgun, Kustom mega-blasta, Rokkit launcha, Close combat weapon

Wargear Options:

- This model can replace its 1 Spanner and 4 Lootas with 2 Spanners and 8 Lootas.
- This model can replace its Big shoota with Kustom mega-blasta or Rokkit launcha.

ABILITIES

Dat's Our Loot!

Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1. If that attack targets a unit that is within range of an objective marker, you can re-roll the Hit roll instead.

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



ORKS

MAD DOK GROTSNIK

[LEGENDS]

65 PTS



M

6"

T

5

SV

5+

W

4

LD

7+

OC

1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga	12"	1	5+	4	0	1

CLOSE-QUARTERS

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power claw	SUSTAINED HITS 1	Melee	4	3+	9	-2 2
'Urt' syringe	ANTI-INFANTRY 4+ EXTRA ATTACKS PRECISION	Melee	1	3+	2	0 1

AUFSTELLUNG

1x Mad Dok Grotsnik [Legends]

Equipped with: Slugga, Power claw, 'Urt' syringe

ABILITIES

CORE - Leader

Mad Dok
While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

One Scalpel Short of a Medpack
While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it Fell Back.

Leader

This model can be attached to the following units:

- Boyz
- Burna Boyz
- Tankbustas
- Lootas
- Nobz



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

EXTRA ATTACKS

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

CORE RULES

◆ Close-quarters

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

ORKS

MEGA DREAD

[LEGENDS]

225 PTS



M

8"

T

10

SV

2+

W

16

LD

7+

OC

5

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boombits TORRENT	12"	D6	N/A	5	0	1
Killkannon	24"	D6+3	5+	9	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dread killsaw	Melee	4	3+	14	-3	4
Dread rippa klaw	Melee	6	3+	12	-2	3
Stompy feet	Melee	4	3+	7	0	1

AUFSTELLUNG

1x Mega Dread [Legends]

Equipped with: Boombits, Killkannon, Dread killsaw, Dread rippa klaw, Stompy feet

Wargear Options:

This model must be equipped with 2 of: Dread killsaw, Killkannon, Dread rippa klaw.

ABILITIES

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Dead Rippy

If this model is equipped with 2 dread killsaws, those weapons have the **TWIN-LINKED** ability. If this model is equipped with 2 dread rippa claws, those weapons have the **TWIN-LINKED** ability.

Mega Carnage

Each time this model is selected to fight, you can select one enemy unit within Engagement Range of it and roll one D6, adding 2 to the result if this model made a Charge move this turn: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.

WEAPON RULES

TORRENT

Each time an attack is made with a **TORRENT** weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a **TWIN-LINKED** weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

ORKS

MEGANOBZ

60–180 PTS



M	T	SV	W	LD	OC
5"	6	2+	3	7+	1

✕ RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Kombi-weapon	ANTI-INFANTRY 4+ DEVASTATING WOUNDS	24"	1	5+	4	0	1
	RAPID FIRE 1						
Kustom shoota	RAPID FIRE 2	18"	4	5+	4	0	1

✕ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Killsaw	Melee	2	4+	12	-3	2
Power klaw	Melee	3	4+	9	-2	2
Twin killsaw	Melee	2	4+	12	-3	2

AUFSTELLUNG

- 2-6x Meganob w/ Kustom shoota and power klaw oder Meganob w/ Kombi-weapon and power klaw oder Meganob w/ Kombi-weapon and killsaw oder Meganob w/ Kustom shoota and killsaw oder Meganob w/ Killsaw and power klaw oder Meganob w/ Twin killsaw (40mm)
- Equipped with:** Kombi-weapon, Kustom shoota, Killsaw, Power klaw, Twin killsaw
- Wargear Options:**
- This model's Kustom shoota can be replaced with 1x Kombi-weapon or 1x Killsaw.
 - This model's Kustom shoota and Power klaw can be replaced with 1x Kombi-weapon and 1x Killsaw.
 - This model's Power klaw can be replaced with 1x Killsaw.

ABILITIES

- Krumpin' Time**
- While the Waaagh! is active for your army, models in this unit have the Feel No Pain 5+ ability.



WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

ORKS

MEGATRACK
SCRAPJET

75 PTS



M12"

T7

SV4+

W9

LD7+

OC3

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rokkit cannon BLAST	24"	D6+1	5+	9	-2	3
Twin big shoota RAPID FIRE 2 TWIN-LINKED	36"	3	5+	5	0	1
Wing missiles	24"	1	5+	9	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Nose drill	Melee	4	4+	8	-1	2

AUFSTELLUNG

1x Megatrakk Scrapjet (150x95mm Oval Base)
Equipped with: Rokkit cannon, Twin big shoota, Wing missiles, Nose drill

ABILITIES

Drill Through

Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

WEAPON RULES

BLAST
Each time you gather attack dice for a **BLAST** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **BLAST X**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a **BLAST 2** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

RAPID FIRE
This ability always takes the form **RAPID FIRE X**. Each time you gather attack dice for a **RAPID FIRE** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a **RAPID FIRE 1** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TWIN-LINKED
Each time an attack is made with a **TWIN-LINKED** weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



ORKS

MEK

55 PTS



M	T	SV	W	LD	OC
6"	5	5+	4	7+	1

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Kustom mega-slugga	BLAST HAZARDOUS	12"	D3	5+	8	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Killsaw	Melee	1	4+	12	-3	2
Wrench	Melee	3	3+	4	0	1

AUFSTELLUNG

1x Mek (32mm)

Equipped with: Kustom mega-slugga, Killsaw, Wrench

Wargear Options:

- This model can replace its Wrench with Killsaw.

ABILITIES

CORE - Leader

Know-wotz

While this model is within 3" of one or more friendly ORKS VEHICLE units, this model has the Lone Operative ability.

Mekaniak

At the end of your Movement phase, you can select one friendly ORKS VEHICLE model within 3" of this model. That VEHICLE model regains up to D3 lost wounds, and, until the start of your next Movement phase, each time that VEHICLE model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Leader

This model can be attached to the following units:

- BOYZ
- LOOTAS
- MEK GUNZ
- NOBZ
- TANKBUSTAS

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



ORKS

MEK GUNZ

45–135 PTS



M

3"

T

5

SV

5+

W

6

LD

8+

OC

2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
1-2 Bubblechukka - big bubble BLAST BUBBLECHUKKA	48"	2D6	4+	6	-1	1
3-4 Bubblechukka - wobbly bubble BLAST BUBBLECHUKKA	48"	D6	4+	9	-2	3
5-6 Bubblechukka - dense bubble BLAST BUBBLECHUKKA	48"	D3	4+	12	-3	D6+3
Kustom mega-kannon BLAST HAZARDOUS	36"	D6	4+	12	-1	D6
Smasha gun BLAST	48"	D3+1	4+	9	-3	3
Traktor kannon ANTI-FLY 2+ DEVASTATING WOUNDS	48"	1	4+	10	-2	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Grot crew	Melee	6	5+	2	0	1

AUFSTELLUNG

1-3x Mek Gun w/ Smasha gun oder Mek Gun w/ Bubblechukka oder Mek Gun w/ Kustom mega-kannon oder Mek Gun w/ Traktor kannon (Hull)
Equipped with: 1-2 Bubblechukka - big bubble, 3-4 Bubblechukka - wobbly bubble, 5-6 Bubblechukka - dense bubble, Kustom mega-kannon, Smasha gun, Traktor kannon, Grot crew

ABILITIES

Splat!
Each time a model in this unit makes a ranged attack that targets a unit that is at its Starting Strength (excluding MONSTERS and VEHICLES), re-roll a Hit roll of 1.



WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

ORKS

MEKA-DREAD

[LEGENDS]

210 PTS

M

8"

T

10

SV

2+

W

16

LD

7+

OC

5

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Killkannon	24"	D6+3	5+	9	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dread killsaw	Melee	4	3+	14	-3	4
Dread rippa klaw	Melee	6	3+	12	-2	3
Stompy feet	Melee	4	3+	7	0	1

AUFSTELLUNG

1x Meka-Dread [Legends]

Equipped with: Killkannon, Dread killsaw, Dread rippa klaw, Stompy feet

Wargear Options:

■ This model must be equipped with 2 of: Dread killsaw, Killkannon, Dread rippa klaw.

ABILITIES

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Dead Rippy

If this model is equipped with 2 dread killsaws, those weapons have the **TWIN-LINKED** ability. If this model is equipped with 2 dread rippa klaws, those weapons have the **TWIN-LINKED** ability.

Mekaniak

At the end of your Movement phase, you can select one friendly ORKS VEHICLE model within 3" of this model. That VEHICLE model regains up to D3 lost wounds, and, until the start of your next Movement phase, each time that VEHICLE model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

WEAPON RULES

TWIN-LINKED

Each time an attack is made with a **TWIN-LINKED** weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



ORKS

MEKBOY WORKSHOP [LEGENDS]

80 PTS

M	T	SV	W	LD	OC
-	9	4+	10	7+	0

AUFSTELLUNG
1x Mekboy Workshop [Legends]

ABILITIES

- Fortification**
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:
- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
 - Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Ramshackle Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.

Workshop
When this FORTIFICATION is set up, all parts of it must be set up within 1" of another part. At the end of your Movement phase, each friendly ORKS VEHICLE model within 12" of this FORTIFICATION can regain up to D3 lost wounds (roll separately for each model). Each model can only be affected by this ability once per turn.

CORE RULES

◆ **Deadly Demise 1**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



ORKS

MORKANAUT

270 PTS



M	T	SV	W	LD	OC	
8"	12	3+	20	7+	8	5+



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Kustom mega-zappa BLAST HAZARDOUS	36"	D6+3	5+	10	-2	D6
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Twin big shoota RAPID FIRE 2 TWIN-LINKED	36"	3	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Klaw of Mork - strike	Melee	4	3+	18	-3	6
► Klaw of Mork - sweep	Melee	12	3+	8	-1	2

AUFSTELLUNG

1x Morkanaut (170x109mm Oval Base)

Equipped with: Kustom mega-blasta, Kustom mega-zappa, Rokkit launcha, Twin big shoota, ► Klaw of Mork - strike, ► Klaw of Mork - sweep

ABILITIES

Big an' Shooty

Each time this model makes a ranged attack, if the Waaagh! is active for your army, add 1 to the Hit roll.

Clankin' Forward

Each time this model makes a Normal, Advance or Fall Back move, it can move over enemy models (excluding MONSTER and VEHICLE models) and terrain features that are 4" or less in height as if they were not there.

Damaged: 1-7 Wounds Remaining

While this model has 1-7 wounds remaining, subtract 4 from this model's Objective Control characteristic, and each time this model makes an attack, subtract 1 from the Hit roll.

Morkanaut (Transport)

Capacity: This model has a transport capacity of 12 ORKS INFANTRY models (excluding GHAZGHKULL THRAKA). Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models.



WEAPON RULES

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◇ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

ORKS

MOZROG
SKRAGBAD

125 PTS



M10"83+86+34+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Thump gun BLAST	18"	D3	5+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big Chompa's jaws DEVASTATING WOUNDS EXTRA ATTACKS	Melee	3	3+	7	-2	4
Gutrippa ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	6	2+	7	-1	3

AUFSTELLUNG

1x Mozrog Skragbad (80mm)

Equipped with: Thump gun, Big Chompa's jaws, Gutrippa

ABILITIES

CORE - Leader

- Da Bigger Dey Iz...

Each time this model makes an attack that targets a Monster or Vehicle unit, add 1 to the Damage characteristic of that attack. Each time this model makes an attack that targets a Titanic unit, add 2 to the Damage characteristic of that attack instead.
- One Last Kill

While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if it has not fought this phase, roll on D6; on a 4+, do not remove it from play. The destroyed model can fight after the attacking unit has finished making its attacks, and is then removed from play.

Leader

This model can be attached to the following unit:

- Squighog Boyz

WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

EXTRA ATTACKS

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

CORE RULES

◇ Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◇ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

NOB ON SMASHA SQUIG



M	T	SV	W	LD	OC
10"	7	4+	4	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big choppa ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	4	3+	6	-1	2
Squig jaws EXTRA ATTACKS	Melee	3	4+	6	-1	2

AUFSTELLUNG

1x Nob on Smasha Squig

Equipped with: Slugga, Big choppa, Squig jaws

ABILITIES

WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

EXTRA ATTACKS

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

CORE RULES

Close-quarters

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.



ORKS

NOBZ

105–210 PTS



M	T	SV	W	LD	OC
6"	5	4+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kombi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	5+	4	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big choppa	Melee	3	3+	7	-1	2
Close combat weapon	Melee	3	3+	5	0	1
Power klaw	Melee	3	4+	9	-2	2

AUFSTELLUNG

4-9x Nob w/ Slugga and big choppa oder Nob w/ Slugga and power klaw oder Nob w/ Kombi-weapon (32mm)
1x Boss Nob (32mm)

Equipped with: Kombi-weapon, Slugga, Big choppa, Close combat weapon, Power klaw

Wargear Options:

- This model's Big choppa can be replaced with 1x Power klaw.
- This model's Slugga and Big choppa can be replaced with 1x Close combat weapon and 1x Kombi-weapon.
- Each Boss Nob can replace its Slugga and big choppa with Slugga and power klaw or Kombi-weapon.

ABILITIES

Ammo Runt

Once per battle for each ammo runt this unit has, when this unit is selected to shoot, it can use this ability. If it does, until the end of the phase, ranged weapons equipped by models in this unit have the **[LETHAL HITS]** ability.

Designer's Note: Place the relevant number of Ammo Runt tokens next to the unit, removing one each time the unit uses this ability.

Da Boss' Ladz

While a WARBOSS model is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

LETHAL HITS

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

CORE RULES

◆ Close-quarters

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

ORKS

NOBZ ON WARBIKES

[LEGENDS]

125 PTS

NOBZ ON WARBIKES

M

12"

T

6

SV

4+

W

4

LD

7+

OC

2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga	12"	1	5+	4	0	1
CLOSE-QUARTERS						
Twin dakkagun	18"	3	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big choppa	Melee	3	3+	7	-1	2
Choppa	Melee	3	3+	5	-1	1
Close combat weapon	Melee	3	3+	5	0	1
Killsaw	Melee	2	4+	12	-3	2
Power klaw	Melee	3	4+	9	-2	2
Power stabba	Melee	3	4+	8	-1	2

AUFSTELLUNG

3x Nobz on Warbikes - Equipped with: Close combat weapon, Twin dakkagun, Slugga, Choppa, Big choppa, Power klaw, Killsaw, Power stabba

Wargear Options:

- This model can be equipped with 1x Slugga.
- This model can replace its Choppa with Power stabba, Big choppa, Power klaw, Killsaw or Slugga.

ABILITIES

Drive-by Krumpin'

Each time this unit Consolidates, each model in this unit can move up to 6" instead of up to 3".

Speed Freeks Mob

If a model from your army with the Leader ability can be attached to a Warbikers unit, it can be attached to this unit instead.



WEAPON RULES

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

LANCE

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◆ Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

ORKS

PAINBOSS

70 PTS



M	T	SV	W	LD	OC
6"	5	4+	4	7+	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Beast Snagga klaw						

AUFSTELLUNG

1x Painboss (40mm)

Equipped with: Beast Snagga klaw

ABILITIES

CORE - Leader

Dok's Toolz

While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Grot Orderly

Once per battle, in your Command phase, if the bearer is leading a unit that is below its Starting Strength, you can return up to D3 destroyed Bodyguard models to that unit.

Designer's Note: *Place a Grot Orderly token next to the unit, removing it once this ability has been used.*

Sawbonez

At the end of your Movement phase, select one friendly BEAST SNAGGA CHARACTER model within 3" of this model. That model is healed and regains up to 3 lost wounds. Each model can only be healed once per turn

Leader

This model can be attached to the following unit:

- BEAST SNAGGA BOYZ

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

CORE RULES

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



ORKS

PAINBOY

90 PTS



M	T	SV	W	LD	OC
6"	5	5+	3	7+	1

✂ MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Power klaw		Melee	3	4+	9	-2	2
'Urty syringe	ANTI-INFANTRY 4+ EXTRA ATTACKS PRECISION	Melee	1	3+	2	0	1

AUFSTELLUNG

1x Painboy (32mm)

Equipped with: Power klaw, 'Urty syringe

ABILITIES

CORE - Leader

Dok's Toolz

While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Grot Orderly

Once per battle, in your Command phase, if the bearer is leading a unit that is below its Starting Strength, you can return up to D3 destroyed Bodyguard models to that unit.

Designer's Note: *Place a Grot Orderly token next to the unit, removing it once this ability has been used.*

Hold Still and Say 'Aargh!'

Each time an attack made by this model with its 'urty syringe scores a Critical Wound against a unit (excluding VEHICLE units), that unit suffers D6 mortal wounds.

Leader

This model can be attached to the following units:

- BOYZ
- BREAKA BOYZ
- BURNA BOYZ
- LOOTAS
- NOBZ
- TANKBUSTAS

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

EXTRA ATTACKS

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.



CORE RULES

◆ Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

PAINBOY ON WARBIKE [LEGENDS]

85 PTS

M12"

T6

SV4+

W4

LD7+

OC2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin dakkagun ASSAULT RAPID FIRE 2 TWIN-LINKED	18"	3	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Killsaw	Melee	2	4+	12	-3	2
Power klaw	Melee	3	4+	9	-2	2
'Urty syringe ANTI-INFANTRY 4+ EXTRA ATTACKS PRECISION	Melee	1	3+	2	0	1

AUFSTELLUNG

1x Painboy on Warbike [Legends]
Equipped with: Twin dakkagun, Killsaw, Power klaw, 'Urty syringe
Wargear Options:
■ This model can replace its Power klaw with Killsaw.

ABILITIES

CORE - Leader

Dok's Toolz
While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Hold Still and Say 'Aargh!'
Each time an attack made by this model with its 'urty syringe scores a Critical Wound against a unit (excluding VEHICLE units), that unit suffers D6 mortal wounds.

Leader
This model can be attached to the following unit:
- NOBZ ON WARBIKES
- SKORCHAS
- WARBIKERS
- WARBUGGIES



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

EXTRA ATTACKS

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

ORKS

RUKKATRUKK

SQUIGBUGGY

85 PTS



M	T	SV	W	LD	OC	
12"	7	4+	9	7+	3	6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Sawn-off shotgun ASSAULT	12"	2	5+	4	0	1
Squig launchas BLAST IGNORES COVER INDIRECT FIRE	36"	D6+6	5+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Saw blades	Melee	4	4+	7	-1	2

AUFSTELLUNG

1x Rukkatrukk Squigbuggy (150x95mm Oval Base)
Equipped with: Sawn-off shotgun, Squig launchas, Saw blades

ABILITIES

Buzzer Squigs

In your Shooting phase, after this model has shot, select one enemy unit (excluding MONSTERS and VEHICLES) hit by one or more of those attacks made with squig-launchas and roll one D6; on a 4+, until the end of your opponent's next turn, that enemy unit is hindered. While a unit is hindered, subtract 2" from its Move characteristic and subtract 2 from Advance and Charge rolls made for it.

Squig Mine

Once per battle, at the start of any phase, select one enemy unit within 3" of this model and roll one D6: on a 4+, that enemy unit suffers D6 mortal wounds.
Designer's Note: Place a Squig Mine token next to the model, removing it once this ability has been used.

WEAPON RULES

ASSAULT

Units containing one or more models with an **ASSAULT** weapon can shoot using **assault** shooting (10.05).

BLAST

Each time you gather attack dice for a **BLAST** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **BLAST X**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a **BLAST 2** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

IGNORES COVER

Each time an attack is made with an **IGNORES COVER** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE

Units containing one or more models with an **INDIRECT FIRE** weapon can shoot using indirect shooting (10.07).



CORE RULES

◆ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



ORKS

RUNTHERD



M	T	SV	W	LD	OC
6"	5	5+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga	12"	1	5+	4	0	1
CLOSE-QUARTERS						

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Grot-smacka	Melee	3	3+	5	0	1

AUFSTELLUNG

1x Runtherd

Equipped with: Slugga, Grot-smacka

ABILITIES

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.



ORKS

SHOKKJUMP
DRAGSTA

70 PTS



M	T	SV	W	LD	OC
12"	7	4+	9	7+	3



RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Kustom shokk rifle	DEVASTATING WOUNDS HAZARDOUS	24"	1	3+	8	-2	D6+1
	PRECISION						
Rokkit launcha	BLAST	24"	D3	5+	9	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Saw blades	Melee	4	4+	7	-1	2

AUFSTELLUNG

1x Shokkjump Dragsta (150x95mm Oval Base)

Equipped with: Kustom shokk rifle, Rokkit launcha, Saw blades

ABILITIES

Shokk Tunnel

In your Movement phase, when this unit is selected to make an advance move, you can use this ability. If you do:

- That move has no maximum distance.
- This unit can move through all types of model (including enemy models and MONSTER/VEHICLE models).
- After moving, your unit must be more than 8" horizontally from all enemy units.

WEAPON RULES

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

◆ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



ORKS

SKORCHAS

[LEGENDS]



M	T	SV	W	LD	OC	
12"	6	4+	6	7+	2	6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Skorcha IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spiked wheel	Melee	2	4+	6	0	1

AUFSTELLUNG

1-2x Skorchas

Equipped with: Skorcha, Spiked wheel

ABILITIES

Pyromaniaks

Each time a model in this unit makes a ranged attack with a **Torrent** weapon that targets an enemy unit within 6", re-roll a Wound roll of 1. If the target of that attack is also within range of an objective marker, you can re-roll the Wound roll instead.

Speed Freeks

If a model from your army with the Leader ability can be attached to a Warbikers unit, it can be attached to this unit instead.

WEAPON RULES

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.



ORKS

SPANNER



Keine Stat-Werte in BSData 11e hinterlegt.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Rokkit launcha BLAST	24"	D3	5+	9	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

AUFSTELLUNG

1x Spanner

Equipped with: Big shoota, Kustom mega-blasta, Rokkit launcha, Close combat weapon

Wargear Options:

- This model can replace its Big shoota with Kustom mega-blasta or Rokkit launcha.

ABILITIES

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

ORKS

SPANNER



Keine Stat-Werte in BSData 11e hinterlegt.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Rokkit launcha BLAST	24"	D3	5+	9	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

AUFSTELLUNG

1x Spanner

Equipped with: Big shoota, Kustom mega-blasta, Rokkit launcha, Close combat weapon

Wargear Options:

This model can replace its Big shoota with Kustom mega-blasta or Rokkit launcha.

ABILITIES

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

ORKS

SQUIGGOTH

[LEGENDS]

150 PTS



M	T	SV	W	LD	OC
10"	10	3+	18	7+	5

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Kannon - frag BLAST	36"	D6	5+	5	0	1
➤ Kannon - shell	36"	1	5+	9	-2	D6

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Gorin' horns - strike	Melee	4	3+	12	-2	D6
➤ Gorin' horns - sweep	Melee	8	3+	9	-1	2

AUFSTELLUNG

1x Squiggoth [Legends]

Equipped with: ➤ Kannon - frag, ➤ Kannon - shell, ➤ Gorin' horns - strike, ➤ Gorin' horns - sweep

Wargear Options:

- This model can be equipped with 1x Kannon.

ABILITIES

Damaged: 1-6 Wounds Remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Trample

Each time this model is selected to fight, you can select one enemy unit within Engagement Range of it and roll one D6, adding 2 to the result if this model made a Charge move this turn: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.

Squiggoth (Transport)

Capacity: This model has a transport capacity of 10 ORKS INFANTRY models. If this model is equipped with a kannon, it has a transport capacity of 6 ORKS INFANTRY models. It cannot transport MEGA ARMOUR, JUMP PACK or GHAZGHKULL THRAKA models.

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*



CORE RULES

◆ **Deadly Demise D6**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ **Firing Deck 10**

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.



ORKS

SQUIGHOG
BOY



M	T	SV	W	LD	OC
10"	7	4+	3	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Saddlegit weapons ASSAULT	9"	1	4+	3	0	1
Stikka (ranged) ASSAULT ANTI-MONSTER 4+ ANTI-VEHICLE 4+	9"	1	5+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Squig jaws EXTRA ATTACKS	Melee	3	4+	6	-1	2
Stikka (melee) ANTI-MONSTER 4+ ANTI-VEHICLE 4+ LANCE	Melee	3	3+	5	-1	2

AUFSTELLUNG

1x Squighog Boy

Equipped with: Saddlegit weapons, Stikka (ranged), Squig jaws, Stikka (melee)

ABILITIES

WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

EXTRA ATTACKS

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

LANCE

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

ORKS

SQUIGHOG BOYZ

140–270 PTS



M	T	SV	W	LD	OC
10"	7	4+	4	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Saddlegit weapons ASSAULT	9"	1	4+	3	0	1
Slugga	12"	1	5+	4	0	1
CLOSE-QUARTERS						
Stikka (ranged) ASSAULT ANTI-MONSTER 4+ ANTI-VEHICLE 4+	9"	1	5+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big choppa ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	4	3+	6	-1	2
Squig jaws EXTRA ATTACKS	Melee	3	4+	6	-1	2
Stikka (melee) ANTI-MONSTER 4+ ANTI-VEHICLE 4+ LANCE	Melee	3	3+	5	-1	2

AUFSTELLUNG

1x Squighog Boyz

Basegrößen: 75x42mm Oval Base, Nob on Smasha Squig 90x52.5mm Oval Base

Equipped with: Saddlegit weapons, Slugga, Stikka (ranged), Big choppa, Squig jaws, Stikka (melee)

Wargear Options:

- This model can replace its 1 Nob on Smasha Squig and 3 Squighog Boyz with 2 Nobz on Smasha Squig and 6 Squighog Boyz.

ABILITIES

Bomb Squigs

Once per battle, for each bomb squig this unit has, after this unit ends a Normal move, you can use one Bomb Squig. If you do, select one enemy unit within 12" and visible to this unit and roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds.

Wild Ride

You can ignore any or all modifiers to this unit's Move characteristic and to Advance and Charge rolls made for this unit.



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

EXTRA ATTACKS

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

LANCE

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

CORE RULES

◇ Close-quarters

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

◇ Feel No Pain 5+

This ability always takes the form **Feel No Pain X+**. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

ORKS

STOMPA

600 PTS



M	T	SV	W	LD	OC	
10"	14	2+	30	6+	12	6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Deffkannon BLAST	72"	3D6	5+	14	-3	D6
Skorcha IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Supa-gatler SUSTAINED HITS 1	24"	20	5+	7	-1	2
Supa-rokkits BLAST	100"	D6	5+	12	-3	D6+2
Twin big shoota RAPID FIRE 2 TWIN-LINKED	36"	3	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Mega-choppa - strike	Melee	6	3+	24	-5	10
➤ Mega-choppa - sweep	Melee	18	3+	10	-2	3

AUFSTELLUNG

1x Stompa (Hull)

Equipped with: Big shoota, Deffkannon, Skorcha, Supa-gatler, Supa-rokkits, Twin big shoota, ➤ Mega-choppa - strike, ➤ Mega-choppa - sweep

ABILITIES

Damaged: 1-10 Wounds Remaining

While this model has 1-10 wounds remaining, subtract 6 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Stompin' Forward

Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding Titanic models) and terrain features that are 4" or less in height as if they were not there.

Waaagh! Effigy (Aura)

While a friendly ORKS unit is within 12" of this model, each time you take a Battle-shock test for that unit, add 1 to that test.

Stompa (Transport)

Capacity: This model has a transport capacity of 22 ORKS INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models. The GHAZGHKULL THRAKA model takes up the space of 4 models.



WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◇ Deadly Demise 2D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



ORKS

STORMBOYZ

65–130 PTS



M	T	SV	W	LD	OC
12"	5	5+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	3	3+	4	-1	1
Power klaw	Melee	3	4+	9	-2	2

AUFSTELLUNG

4-9x Stormboy (32mm)
1x Boss Nob (32mm)
Equipped with: Slugga, Choppa, Power klaw

Wargear Options:
■ Each Boss Nob can replace its Choppa with Power klaw.

ABILITIES

Full Throttle
This unit is eligible to declare a charge in a turn in which it Advanced or Fell Back.

CORE RULES

◆ **Close-quarters**
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

◆ **Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



ORKS

TANKBUSTAS

125 PTS



M	T	SV	W	LD	OC
6"	5	4+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Rokkit pistol PISTOL	12"	1	5+	9	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1
Close combat weapon	Melee	3	3+	5	0	1
Smash hammer ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	2	3+	6	-2	3

AUFSTELLUNG

- 1x Boss Nob
- 5x Tankbusta w/ Rokkit launcha oder Tankbusta w/ Two rokkit launchas oder Tankbusta w/ Pulsa rokkit
- Basegrößen: 32mm, Boss Nob 40mm
- Equipped with: Rokkit launcha, Rokkit pistol, Choppa, Close combat weapon, Smash hammer
- Wargear Options:
- Each Boss Nob must be equipped with 2 of: Smash hammer, Rokkit pistol.

ABILITIES

Attached Unit

If a CHARACTER unit from your army with the Leader ability can be attached to a LOOTAS unit, it can be attached to this unit instead.

Bomb Squigs

Once per battle, for each bomb squig this unit has, after this unit ends a Normal move, you can use one Bomb Squig. If you do, select one enemy unit within 12" and visible to this unit and roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds.

Pulsa Rokkit

Once per battle, when the bearer's unit is selected to shoot in your Shooting phase, the bearer can use its pulsa rokkit. If it does, until the end of the phase, improve the Strength and Armour Penetration characteristics of ranged weapons equipped by models in the bearer's unit by 1.

Tank Hunters

Each time a model in this unit makes an attack that targets a MONSTER or VEHICLE unit, add 1 to the Hit roll and add 1 to the Wound roll.



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.



ORKS

TRUKK

55 PTS



M	T	SV	W	LD	OC	
12"	8	4+	10	7+	2	6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spiked wheel	Melee	3	4+	6	0	1
Wreckin' ball EXTRA ATTACKS	Melee	1	4+	10	0	D6

AUFSTELLUNG

1x Trukk (Hull)
Equipped with: Big shoota, Spiked wheel, Wreckin' ball
Wargear Options:
■ This model can be equipped with 1x Wreckin' ball.

ABILITIES

Grot Riggers

At the start of your Command phase, this model regains 1 lost wound.

Trukk (Transport)

Capacity: This model has a transport capacity of 12 ORKS INFANTRY models. Each MEGA ARMOUR model takes up the space of 2 models. It cannot transport JUMP PACK or GHAZGHKULL THRAKA models.

WEAPON RULES

EXTRA ATTACKS

Each time a unit containing one or more models with an **EXTRA ATTACKS** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **EXTRA ATTACKS** weapons.
- One of that model's other melee weapons, if possible.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



CORE RULES

◆ **Deadly Demise D3**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ **Firing Deck 12**

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.



ORKS

UFTHAK BLACKHAWK [LEGENDS]

70 PTS



M	T	SV	W	LD	OC	
6"	5	4+	6	6+	1	5+

5+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Shokk rifle	DEVASTATING WOUNDS HAZARDOUS	24"	1	4+	8	-2	D6+1
	PRECISION						

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Princess' jaws	EXTRA ATTACKS	Melee	2	4+	4	0	1
Snazzhammer	DEVASTATING WOUNDS	Melee	4	3+	10	-2	2

AUFSTELLUNG

1x Ufthak Blackhawk [Legends]

Equipped with: Shokk rifle, Princess' jaws, Snazzhammer

ABILITIES

CORE - Leader

Gargantsmasha

Each time this model makes an attack that targets a Titanic* unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

Tellyporta Tech

While this model is leading a unit, models in that unit have the Deep Strike ability.

Leader

This model can be attached to the following units:

- BOYZ
- NOBZ



WEAPON RULES

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

EXTRA ATTACKS

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



ORKS

UPSTART GRETCHIN

[CRUCIBLE]

40 PTS

M	T	SV	W	LD	OC
6"	2	7+	3	8+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Burna IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Eyez of Mork PSYCHIC	18"	D6	5+	8	-3	2
Grot blasta PISTOL	12"	1	4+	3	0	1
Kombi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	5+	4	0	1
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Kustom mega-slugga BLAST HAZARDOUS	12"	D3	5+	8	-2	D6
Kustom shoota RAPID FIRE 2	18"	4	5+	4	0	1
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Rokkit pistol PISTOL	12"	1	5+	9	-2	3
Saddlegit weapons ASSAULT	9"	1	4+	3	0	1
Shokk attack gun BLAST HEAVY	60"	D6+1	5+	9	-4	D6
Shoota RAPID FIRE 1	18"	2	5+	4	0	1
Slugga	12"	1	5+	4	0	1
CLOSE-QUARTERS						
Snazzgun HEAVY SUSTAINED HITS 1	24"	3	5+	6	-1	2

Traktor blasta ANTI-FLY 3+ DEVASTATING WOUNDS	36"	1	5+	10	-2	D6+1
Twin dakkagun ASSAULT RAPID FIRE 2 TWIN-LINKED	18"	3	5+	5	0	1
'Eadbanger PRECISION PSYCHIC	24"	1	4+	6	-3	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Attack Squig EXTRA ATTACKS	Melee	2	4+	4	0	1
Beast Snaggaklaw ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	4	3+	9	-2	2
Beastchoppa ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	6	2+	6	-1	2
Big choppa	Melee	5	2+	7	-1	2
Choppa	Melee	5	3+	4	-1	1
Close combat weapon	Melee	4	3+	4	0	1
Cuttin' flames	Melee	3	3+	4	-2	1
Drilla	Melee	2	3+	12	-3	3
Killsaw	Melee	3	3+	12	-3	2
Knucklebustas ANTI-MONSTER 4+ ANTI-VEHICLE 4+ TWIN-LINKED	Melee	5	2+	5	-1	1
Power claw	Melee	4	3+	9	-2	2
Power snappa	Melee	5	2+	7	-1	2
Smash hammer ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	3	3+	6	-2	3
Squig jaws EXTRA ATTACKS	Melee	3	4+	6	-1	2

Tankhammer	ANTI-MONSTER 4+	ANTI-VEHICLE 4+	Melee	3	3+	6	-2	3
	DEVASTATING WOUNDS	HAZARDOUS						
Weirdboy staff	PSYCHIC		Melee	3	3+	8	-1	D3
'Uge choppa			Melee	4	2+	12	-2	2
'Urty syringe	ANTI-INFANTRY 4+	EXTRA ATTACKS	PRECISION	Melee	1	3+	2	0 1

AUFSTELLUNG

1x Upstart Gretchin [Crucible]

Equipped with: Big shoota, Burna, Eyez of Mork, Grot blasta, Kombi-weapon, Kustom mega-blasta, Kustom mega-slugga, Kustom shoota, Rokkit launcha, Rokkit pistol, Saddlegit weapons, Shokk attack gun, Shoota, Slugga, Snazzgun, Traktor blasta, Twin dakkagun, 'Eadbanger, Attack Squig, Beast Snagga klaw, Beastchoppa, Big choppa, Choppa, Close combat weapon, Cuttin' flames, Drilla, Killsaw, Knucklebustas, Power klaw, Power snappa, Smash hammer, Squig jaws, Tankhammer, Weirdboy staff, 'Uge choppa, 'Urty syringe

Wargear Options:

- This model can be equipped with one of: Burna, Big shoota, Rokkit launcha, 'Eadbanger, Eyez of Mork, Kombi-weapon, Kustom mega-blasta, Kustom mega-slugga, Kustom shoota, Saddlegit weapons, Shoota, Shokk attack gun, Snazzgun, Traktor blasta.
- This model can be equipped with up to 2 of: Slugga, Grot blasta, Rokkit pistol.
- This model can be equipped with 1x Drilla.
- This model can be equipped with 1x Beastchoppa.
- This model can be equipped with 1x Power klaw.
- This model can be equipped with 1x Attack squig.
- This model can be equipped with 1x 'Urty syringe.
- This model can be equipped with 1x Weirdboy staff.
- This model can be equipped with 1x 'Uge choppa.

ABILITIES

CORE - Leader

Dok's Toolz

Hordeboss or Upstart Gretchin only. While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Kustom Force Field

Hordeboss only. While the bearer is leading a unit, models in that unit have a 4+ invulnerable save against ranged attacks.

Malicious Opportunist

Upstart Gretchin only. While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll and add 1 to the Wound roll.

Might is Right

Hordeboss only. While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

Roar of Mork (Psychic)

Warhead only. In your opponent's Command phase, you can select one enemy unit within 18" of and visible to this Psyker and roll one D6: on a 1, this unit suffers D3 mortal wounds; on a 2+, until the start of your opponent's next Command phase, that enemy unit is confrazzled. While a unit is confrazzled, each time a Battle-shock or Leadership test is taken for it, subtract 2 from that test.

Rokkit Pack

Hordeboss only. Change this model's Move characteristic to 12", add the Jump Pack and Fly keywords, and it gains the Deep Strike ability. Replace the list of units this model can be attached to: Stormboyz

Skulkin' Grot

While this model is leading a unit, models in that unit have the Infiltrators and Stealth abilities.

Smasha Squig

Hordeboss or Warhead only. Change this model's Move characteristic to 10", its Toughness characteristic to 7, its Save characteristic to 4+, its Wounds characteristic to 6, and it is equipped with 1 squig jaws in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mounted and Beast Snagga keywords, and replace the list of units this model can be attached to: Squighog Boyz.

Thunderous Dakkastorm

In your Shooting phase, after this model has shot, select on enemy unit hit by one or more of those attacks; that unit must take a Battle-shock test.

Top-tier Gubbinz

Hordeboss only. Add the Mek keyword. Replace the list of units this model can be attached to: Burna Boyz, Flash Gitz, Kommandos, Lootaz, Mek Gunz, Tankbustas.

Warbike

Hordeboss or Warhead only. Change this model's Move characteristic to 12", its Toughness and Wounds characteristic to 6, its Save characteristic to 4+, and it is equipped with 1 twin dakkagun in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mountedkeyword, and replace the list of units this model can be attached to: Warbikers.

Leader

This model can be attached to the following units:

- Gretchin



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

EXTRA ATTACKS

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

PSYCHIC

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.



TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◆ Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

◆ Crucible

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).



ORKS

WARBIKERS

60–120 PTS



M

12"

T

6

SV

4+

W

3

LD

7+

OC

2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1
Twin dakkagun ASSAULT RAPID FIRE 2 TWIN-LINKED	18"	3	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big choppa	Melee	3	3+	7	-1	2
Choppa	Melee	3	3+	4	-1	1
Close combat weapon	Melee	2	3+	4	0	1
Power claw	Melee	3	4+	9	-2	2

AUFSTELLUNG

- 2-5x Warbiker oder Warbiker w/ Slugga oder Warbiker w/ Choppa (75x42mm Oval Base)
1x Boss Nob on Warbike (75x42mm Oval Base)
- Equipped with:** Slugga, Twin dakkagun, Big choppa, Choppa, Close combat weapon, Power claw
- Wargear Options:**
- This model can be equipped with 1x Slugga or 1x Choppa.
 - Each Boss Nob on Warbike can be equipped with one of: Slugga, Big choppa, Power claw.

ABILITIES

- Drive-by Dakka**
Each time a model in this unit makes a ranged attack that targets a unit within 9", improve the Armour Penetration characteristic of that attack by 1.



WEAPON RULES

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◇ Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

ORKS

WARBOSS

85 PTS



M	T	SV	W	LD	OC	
6"	5	4+	6	6+	1	5+

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Kombi-weapon	ANTI-INFANTRY 4+ DEVASTATING WOUNDS	24"	1	5+	4	0	1
	RAPID FIRE 1						
Kustom shoota	RAPID FIRE 2	18"	4	5+	4	0	1
Twin sluggas	PISTOL TWIN-LINKED	12"	2	5+	4	0	1
Twin sluggas	PISTOL TWIN-LINKED	12"	2	5+	4	0	1

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Attack Squig	EXTRA ATTACKS	Melee	2	4+	4	0	1
Big choppa		Melee	5	2+	8	-1	2
Kustom choppa		Melee	6	2+	8	-2	2
CLEAVE 1							
Power klaw		Melee	4	3+	10	-2	2

AUFSTELLUNG

1x Warboss (40mm)

Equipped with: Kombi-weapon, Kustom shoota, Twin sluggas, Attack Squig, Big choppa, Kustom choppa, Power klaw

Wargear Options:

- This model can be equipped with 1x Attack squig.
- This model can replace its Kombi-weapon, twin sluggas and big choppa with Kustom choppa and kustom shoota or Kombi-weapon, twin sluggas and power klaw.

ABILITIES

CORE - Leader

Da Biggest and da Best

While the Waaagh! is active for your army, add 4 to the Attacks characteristic of this model's melee weapons.

Might is Right

While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

Leader

This model can be attached to the following units:

- BOYZ
- BREAKA BOYZ
- NOBZ



WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

EXTRA ATTACKS

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◆ Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

ORKS

WARBOSS IN MEGA ARMOUR

80 PTS



M5"

T6

SV2+

W7

LD6+

OC1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota	RAPID FIRE 236"	3	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
'Uge choppa	Melee	4	2+	12	-2	2

AUFSTELLUNG

1x Warboss in Mega Armour (50mm)

Equipped with: Big shoota, 'Uge choppa

ABILITIES

CORE - Leader

Dead Brutal

While the Waaagh! is active for your army, this model's 'uge choppa has a Damage characteristic of 3.

Might is Right

While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

Leader

This model can be attached to the following unit:
- Meganobz

WEAPON RULES

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



WARBOSS ON WARBIKE

[LEGENDS]

75 PTS

M12"

T6

SV4+

W7

LD6+

OC2

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin dakkagun ASSAULT RAPID FIRE 2 TWIN-LINKED	18"	3	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big choppa	Melee	5	2+	8	-1	2
Killsaw	Melee	3	4+	12	-3	2
Power klaw	Melee	4	3+	10	-2	2

AUFSTELLUNG
1x Warboss on Warbike [Legends]
Equipped with: Twin dakkagun, Big choppa, Killsaw, Power klaw
Wargear Options:
■ This model can replace its Killsaw with Big choppa or Power klaw.

ABILITIES

CORE - Leader

High-octane Fuel

Each time this model's unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this model's unit.

Speedboss

While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

Leader

This model can be attached to the following units:

- NOBZ ON WARBIKES
- SKORCHAS
- WARBIKERS
- WARBUGGIES

WEAPON RULES

ASSAULT
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

RAPID FIRE
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TWIN-LINKED
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



WARBUGGIES [LEGENDS]



M

12"

T

6

SV

4+

W

6

LD

7+

OC

2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rack of rokkits BLAST	24"	D3+1	5+	9	-2	3
Twin big shoota RAPID FIRE 2 TWIN-LINKED	36"	3	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spiked wheel	Melee	3	4+	6	0	1

AUFSTELLUNG
1-2x Warbuggies w/ Twin big shoota oder Warbuggies w/ Rack of rokkits
Equipped with: Rack of rokkits, Twin big shoota, Spiked wheel
Wargear Options:
■ This model's Twin big shoota can be replaced with 1x Rack of rokkits.

ABILITIES

Outflank
When this unit arrives from Strategic Reserves, it can be set up within your opponent's deployment zone (all other restrictions still apply).

Speed Freeks
If a model from your army with the Leader ability can be attached to a Warbikers unit, it can be attached to this unit instead.

WEAPON RULES

BLAST
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

RAPID FIRE
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TWIN-LINKED
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.



ORKS

WARPHEAD

[CRUCIBLE]

65 PTS



M	T	SV	W	LD	OC
6"	5	5+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Big shoota RAPID FIRE 2	36"	3	5+	5	0	1
Burna IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Eyez of Mork PSYCHIC	18"	D6	5+	8	-3	2
Grot blasta PISTOL	12"	1	4+	3	0	1
Kombi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	5+	4	0	1
Kustom mega-blasta HAZARDOUS	24"	3	5+	9	-2	D6
Kustom mega-slugga BLAST HAZARDOUS	12"	D3	5+	8	-2	D6
Kustom shoota RAPID FIRE 2	18"	4	5+	4	0	1
Rokkit launcha BLAST	24"	D3	5+	9	-2	3
Rokkit pistol PISTOL	12"	1	5+	9	-2	3
Saddlegit weapons ASSAULT	9"	1	4+	3	0	1
Shokk attack gun BLAST HEAVY	60"	D6+1	5+	9	-4	D6
Shoota RAPID FIRE 1	18"	2	5+	4	0	1
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1
Snazzgun HEAVY SUSTAINED HITS 1	24"	3	5+	6	-1	2

Traktor blasta ANTI-FLY 3+ DEVASTATING WOUNDS	36"	1	5+	10	-2	D6+1
Twin dakkagun ASSAULT RAPID FIRE 2 TWIN-LINKED	18"	3	5+	5	0	1
'Eadbanger PRECISION PSYCHIC	24"	1	4+	6	-3	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Attack Squig EXTRA ATTACKS	Melee	2	4+	4	0	1
Beast Snaggga claw ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	4	3+	9	-2	2
Beastchoppa ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	6	2+	6	-1	2
Big choppa	Melee	5	2+	7	-1	2
Choppa	Melee	5	3+	4	-1	1
Close combat weapon	Melee	4	3+	4	0	1
Cuttin' flames	Melee	3	3+	4	-2	1
Drilla	Melee	2	3+	12	-3	3
Killsaw	Melee	3	3+	12	-3	2
Knucklebustas ANTI-MONSTER 4+ ANTI-VEHICLE 4+ TWIN-LINKED	Melee	5	2+	5	-1	1
Power claw	Melee	4	3+	9	-2	2
Power snappa	Melee	5	2+	7	-1	2
Smash hammer ANTI-MONSTER 4+ ANTI-VEHICLE 4+	Melee	3	3+	6	-2	3
Squig jaws EXTRA ATTACKS	Melee	3	4+	6	-1	2



Tankhammer	ANTI-MONSTER 4+	ANTI-VEHICLE 4+	Melee	3	3+	6	-2	3
	DEVASTATING WOUNDS	HAZARDOUS						
Weirdboy staff	PSYCHIC		Melee	3	3+	8	-1	D3
'Uge choppa			Melee	4	2+	12	-2	2
'Urtu syringe	ANTI-INFANTRY 4+	EXTRA ATTACKS	PRECISION	Melee	1	3+	2	0 1

AUFSTELLUNG

1x Warphed [Crucible]

Equipped with: Big shoota, Burna, Eyez of Mork, Grot blasta, Kombi-weapon, Kustom mega-blasta, Kustom mega-slugga, Kustom shoota, Rokkit launcha, Rokkit pistol, Saddlegit weapons, Shokk attack gun, Shoota, Slugga, Snazzgun, Traktor blasta, Twin dakkagun, 'Eadbanger, Attack Squig, Beast Snagga klaw, Beastchoppa, Big choppa, Choppa, Close combat weapon, Cuttin' flames, Drilla, Killsaw, Knucklebustas, Power klaw, Power snappa, Smash hammer, Squig jaws, Tankhammer, Weirdboy staff, 'Uge choppa, 'Urtu syringe

Wargear Options:

- This model can be equipped with one of: Burna, Big shoota, Rokkit launcha, 'Eadbanger, Eyez of Mork, Kombi-weapon, Kustom mega-blasta, Kustom mega-slugga, Kustom shoota, Saddlegit weapons, Shoota, Shokk attack gun, Snazzgun, Traktor blasta.
- This model can be equipped with up to 2 of: Slugga, Grot blasta, Rokkit pistol.
- This model can be equipped with 1x Drilla.
- This model can be equipped with 1x Beastchoppa.
- This model can be equipped with 1x Power klaw.
- This model can be equipped with 1x Attack squig.
- This model can be equipped with 1x 'Urtu syringe.
- This model can be equipped with 1x Weirdboy staff.
- This model can be equipped with 1x 'Uge choppa.

ABILITIES

CORE - Leader

Channellin' da Waaagh!

Each time this model attacks with a **Psychic** weapon, until the end of the phase, improve the Attacks, Strength and Damage characteristics of that weapon by 1 for every 5 models in this unit. While this unit contains 10 or more models, those weapons have the **[HAZARDOUS]** ability.

Dok's Toolz

Hordeboss or Upstart Gretchin only. While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Kustom Force Field

Hordeboss only. While the bearer is leading a unit, models in that unit have a 4+ invulnerable save against ranged attacks.

Malicious Opportunist

Upstart Gretchin only. While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll and add 1 to the Wound roll.

Might is Right

Hordeboss only. While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

Roar of Mork (Psychic)

Warphed only. In your opponent's Command phase, you can select one enemy unit within 18" of and visible to this Psyker and roll one D6: on a 1, this unit suffers D3 mortal wounds; on a 2+, until the start of your opponent's next Command phase, that enemy unit is confrazzled. While a unit is confrazzled, each time a Battle-shock or Leadership test is taken for it, subtract 2 from that test.

Rokkit Pack

Hordeboss only. Change this model's Move characteristic to 12", add the Jump Pack and Fly keywords, and it gains the Deep Strike ability. Replace the list of units this model can be attached to: Stormboyz

Smasha Squig

Hordeboss or Warphed only. Change this model's Move characteristic to 10", its Toughness characteristic to 7, its Save characteristic to 4+, its Wounds characteristic to 6, and it is equipped with 1 squig jaws in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mounted and Beast Snagga keywords, and replace the list of units this model can be attached to: Squighog Boyz.

Thunderous Dakkastorm

In your Shooting phase, after this model has shot, select on enemy unit hit by one or more of those attacks; that unit must take a Battle-shock test.

Top-tier Gubbinz

Hordeboss only. Add the Mek keyword. Replace the list of units this model can be attached to: Burna Boyz, Flash Gitz, Kommandos, Lootaz, Mek Gunz, Tankbustas.

Warbike

Hordeboss or Warphed only. Change this model's Move characteristic to 12", its Toughness and Wounds characteristic to 6, its Save characteristic to 4+, and it is equipped with 1 twin dakkagun in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mounted keyword, and replace the list of units this model can be attached to: Warbikers.

Leader

This model can be attached to the following units:

- Boyz
- Nobz
- Gretchin



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

EXTRA ATTACKS

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

HEAVY

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

PSYCHIC

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.



TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

◆ Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

◆ Crucible

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

◆ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



ORKS

WARTRAKK

60 PTS



M	T	SV	W	LD	OC	
12"	6	4+	7	7+	3	6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kustom shoota RAPID FIRE 2	18"	2	5+	4	0	1
Rokkit launcha	24"	D3+3	5+	10	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppas	Melee	5	3+	4	-1	1

AUFSTELLUNG

1x Wartrakk (105x70mm Oval Base)
Equipped with: Kustom shoota, Rokkit launcha, Choppas

ABILITIES

Indiscriminate Detonations

In your Shooting phase, when this unit has resolved its attacks, select one enemy unit hit by one or more of those attacks. That enemy unit is suppressed until the start of your next Command phase. (While a unit is suppressed, it has -1 to hit rolls.)

WEAPON RULES

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).



ORKS

WAZBOM
BLASTAJET

165 PTS



M	T	SV	W	LD	OC	
-	9	3+	12	7+	-	6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Smasha gun BLAST	48"	D3	4+	9	-3	4
Twin supa-shoota RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	4	4+	6	-1	1
Twin tellyport mega-blasta BLAST TWIN-LINKED	24"	3	5+	9	-1	D6+1
Twin wazbom mega-kannon BLAST HAZARDOUS TWIN-LINKED	36"	D3	4+	12	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Wazbom Blastajet (150x95mm Oval Base)

Equipped with: Smasha gun, Twin supa-shoota, Twin tellyport mega-blasta, Twin wazbom mega-kannon, Armoured hull

Wargear Options:

- This model can replace its Twin wazbom mega-kannon with Twin tellyport mega-blasta.

ABILITIES

Blastajet Attack Run

Each time this model makes a ranged attack that targets a unit that cannot FLY, re-roll a Hit roll of 1.

Blastajet Force Field

The bearer has a 4+ invulnerable save, but it loses the Grenades keyword.

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

TWIN-LINKED

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

◇ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").



ORKS

WAZDAKKA

GUTSMEK

175 PTS



M14"83+106+34+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Grabba draggaASSAULTPRECISION	12"	1	2+	10	-2	3
Psyko-gatlerASSAULTSUSTAINED HITS 1	24"	12	4+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Fixit's wrenchEXTRA ATTACKS	Melee	1	4+	3	0	1
Grabba draggaLANCE	Melee	6	2+	10	-2	3
Speeding bulk and flaming exhaustEXTRA ATTACKS	Melee	6	2+	5	-1	1

AUFSTELLUNG

1x Wazdakka Gutsmek (120mm)

Equipped with: Grabba dragga, Psyko-gatler, Fixit's wrench, Speeding bulk and flaming exhaust

ABILITIES

- Fixit da Grot
- At the start of your Command phase, this model regains up to D3 lost wounds.
- Throttlerokkit Shokka Engine
- In your Command phase, select one of the abilities in the Throttlerokkit Shokka Engine section. Until the start of your next Command phase, this model has that ability.

- Waaagh! Wazdakka
- If this model is your Warlord, Warbiker units from your army have the Battleline keyword.
- Turbo Engine (Throttlerokkit Shokka Engine)
- Description: This unit is eligible to declare a charge in a turn in which it Advanced or Fell Back.
- Pulse Jet (Throttlerokkit Shokka Engine)
- Description: Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase:
- Add 6" to the Move characteristic of models in this unit.
- Models in this unit can move through models and terrain features.
- Shokk Attack Engine (Throttlerokkit Shokka Engine)
- Description: In your Command phase, if this unit is unengaged, you can use this ability. If you do:
- Place this unit in strategic reserves.
- This unit can make an ingress move in your next Movement phase (including in your first turn).

WEAPON RULES

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

EXTRA ATTACKS

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.

LANCE

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

PRECISION

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

CORE RULES

◆ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by **[INDIRECT FIRE]** weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by **[INDIRECT FIRE]** weapons unless the attacking model is within X" of this unit.

ORKS

WEIRDBOY

65 PTS



M	T	SV	W	LD	OC
6"	5	5+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
'Eadbanger PRECISION PSYCHIC	24"	1	4+	6	-3	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Weirdboy staff PSYCHIC	Melee	3	3+	8	-1	D3

AUFSTELLUNG

1x Weirdboy (40mm)

Equipped with: 'Eadbanger, Weirdboy staff

ABILITIES

CORE - Leader

Da Jump (Psychic)

Once per turn, at the end of your Movement phase, one WEIRDBOY from your army can use this ability. If it does, roll one D6: on a 1, that WEIRDBOY's unit suffers D6 mortal wounds; on a 2+, remove this WEIRDBOY's unit from the battlefield and set it up again anywhere on the battlefield that is more than 8" horizontally away from all enemy models.

Waaagh! Energy

While this model is leading a unit, add 1 to the Strength and Damage characteristics of this model's 'Eadbanger weapon for every 5 models in that unit (rounding down), but while that unit contains 10 or more models, that weapon has the **HAZARDOUS** ability.

Leader

This model can be attached to the following unit:

- BOYZ
- BREAKA BOYZ

WEAPON RULES

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **HAZARDOUS** weapons you selected in the Select Weapons step.

PRECISION

While resolving attacks made with one or more **PRECISION** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

PSYCHIC

Each time an attack is made with a **PSYCHIC** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **PSYCHIC** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).



CORE RULES

◆ **Deadly Demise D3**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ **Leader**

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



ORKS

WURRBOY

60 PTS



M	T	SV	W	LD	OC
6"	5	5+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Eyez of Mork PSYCHIC	18"	D6	5+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	5	0	1

AUFSTELLUNG

1x Wurrboy (32mm)

Equipped with: Eyes of Mork, Close combat weapon

ABILITIES

CORE - Leader

Roar of Mork (Psychic)

In your opponent's Command phase, you can select one enemy unit within 18" of and visible to this Psyker and roll one D6: on a 1, this Psyker's unit suffers D3 mortal wounds; on a 2+, until the start of your opponent's next Command phase, that enemy unit is confrazzled. While a unit is confrazzled, each time a Battle-shock or Leadership test is taken for it, subtract 2 from that test.

Unstable Oracle

While this model is leading a unit, add 2 to the Attacks characteristic of this model's Eyes of Mork weapon for every 5 models in that unit (rounding down), but while that unit contains 10 or more models, that weapon has the **[HAZARDOUS]** ability.

Leader

This model can be attached to the following unit:

- Beast Snagga Boyz

WEAPON RULES

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

PSYCHIC

Each time an attack is made with a **[PSYCHIC]** weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



ORKS

ZODGROD
WORTSNAGGA

80 PTS



M	T	SV	W	LD	OC
6"	5	5+	5	7+	1

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Squigstoppa ANTI-MONSTER 4+ PISTOL	12"	1	5+	4	-1	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Da Grabzappa	Melee	5	2+	7	-2	2

AUFSTELLUNG

1x Zodgrod Wortsnagga (50mm)
Equipped with: Squigstoppa, Da Grabzappa

ABILITIES

CORE - Leader

Special Dose

While the Waaagh! is active for your army, add 6" to the Move characteristic of models in this model's unit.

Super Runts

While this model is leading a unit:

- Models in that unit have the Scouts 9" ability.
- Each time a model in that unit makes an attack, add 1 to the Hit roll and add 1 to the Wound roll.
- Each time an attack targets that unit, subtract 1 from the Wound roll.

Leader

This model can be attached to the following unit:
- Gretchin

WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.



CORE RULES

◇ **Feel No Pain 6+**

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◇ **Leader**

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◇ **Scouts 9"**

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.



PUNKTELISTE

EINHEIT	PUNKTE
Attack Fighta [Legends]	100 pts
Bannernob	50 pts
Battlewagon	145 pts
Beast Snagga Boyz	90 pts (bis 10 Modelle) · 170 pts (ab 11 Modellen)
Beastboss	80 pts
Beastboss on Squigosaur	95 pts
Big Mek	70 pts
Big Mek Dakkarig	115 pts
Big Mek in Mega Armour	80 pts
Big Mek on Warbike [Legends]	105 pts
Big Mek with Kustom Force Field [Legends]	55 pts
Big Mek with Shokk Attack Gun	70 pts · ab der 2. gleichnamigen Einheit im Heer: +10 pts
Big Trakk [Legends]	90 pts
Big'ed Bossbunka	135 pts

EINHEIT	PUNKTE
Bigboss	55 pts
Blitza-bommer	105 pts
Boomdakka Snazzwagon	70 pts
Boss Snikrot	75 pts
Boss Zagstruk [Legends]	90 pts
Boyz	75 pts (bis 10 Modelle) · 160 pts (ab 11 Modellen) · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Breaka Boyz	125 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Burna Boyz	60 pts (bis 5 Modelle) · 120 pts (ab 6 Modellen)
Burna-bommer	115 pts
Chinork Warkopta [Legends]	105 pts
Da Red Gobbo [Legends]	40 pts
Da Red Gobbo's A-bomb-inable Snowman [Legends]	40 pts
Da Red Gobbo's Tinboy [Legends]	45 pts
Dakkajet	125 pts
Deff Dread	110 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Deff Rolla Battle Fortress [Legends]	250 pts

EINHEIT	PUNKTE
Deffkilla Wartrike	70 pts
Deffkoptas	75 pts (bis 3 Modelle) · 140 pts (ab 4 Modellen)
Deffkoptas with Big Shootas [Legends]	130 pts
Fighta-Bommer [Legends]	100 pts
Flash Gitz	75 pts (bis 5 Modelle) · 150 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Gargantuan Squiggoth	440 pts · ab der 2. gleichnamigen Einheit im Heer: +50 pts
Ghazghkull Thraka	235 pts
Gorkanaut	255 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Gretchin	45 pts (bis 11 Modelle) · 80 pts (ab 12 Modellen)
Grot Bomm Launcha [Legends]	50 pts
Grot Mega-Tank [Legends]	110 pts
Grot Tanks [Legends]	155 pts (bis 4 Modelle) · 310 pts (ab 5 Modellen)
Grotmas Gitz [Legends]	40 pts
Hordeboss [Crucible]	75 pts · +5 pts (Sonderbedingung)
Hunta Rig	125 pts
Kannonwagon [Legends]	115 pts

EINHEIT	PUNKTE
Kaptin Badrukk [Legends]	80 pts
Kill Krusha [Legends]	230 pts
Kill Rig	145 pts
Kill Tank [Legends]	295 pts
Killa Kans	120 pts (bis 3 Modelle) · 240 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Kommandos	120 pts
Kustom Boosta-blasta	70 pts
Lifta Wagon [Legends]	135 pts
Lootas	50 pts (bis 5 Modelle) · 100 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Mad Dok Grotsnik [Legends]	65 pts
Mega Dread [Legends]	225 pts
Meganobz	60 pts (bis 2 Modelle) · 90 pts (3 Modelle) · 150 pts (4–5 Modelle) · 180 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Megatrakk Scrapjet	75 pts
Mek	55 pts

EINHEIT	PUNKTE
Mek Gunz	45 pts (bis 1 Modell) · 90 pts (2 Modelle) · 135 pts (ab 3 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Meka-Dread [Legends]	210 pts
Mekboy Workshop [Legends]	80 pts
Morkanaut	270 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Mozrog Skragbad	125 pts
Nobz	105 pts (bis 5 Modelle) · 210 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Nobz on Warbikes [Legends]	125 pts
Painboss	70 pts
Painboy	90 pts
Painboy on Warbike [Legends]	85 pts
Rukkatrukk Squigbuggy	85 pts
Shokkjump Dragsta	70 pts
Squiggoth [Legends]	150 pts
Squighog Boyz	140 pts (bis 4 Modelle) · 270 pts (ab 5 Modellen)
Stompa	600 pts · ab der 2. gleichnamigen Einheit im Heer: +100 pts
Stormboyz	65 pts (bis 5 Modelle) · 130 pts (ab 6 Modellen)

EINHEIT	PUNKTE
Tankbustas	125 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Trukk	55 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Ufthak Blackhawk [Legends]	70 pts
Upstart Gretchin [Crucible]	40 pts · +5 pts (Sonderbedingung)
Warbikers	60 pts (bis 3 Modelle) · 120 pts (ab 4 Modellen)
Warboss	85 pts
Warboss in Mega Armour	80 pts
Warboss on Warbike [Legends]	75 pts
Warphead [Crucible]	65 pts · +5 pts (Sonderbedingung)
Wartrakk	60 pts
Wazbom Blastajet	165 pts
Wazdakka Gutsmek	175 pts
Weirdboy	65 pts
Wurrboy	60 pts
Zodgrod Wortsnagga	80 pts

ENHANCEMENTS — BLITZ BRIGADE

ENHANCEMENT	PUNKTE
Supercharged Squig Oil	10 pts
Runnin' Boots	10 pts
Tuff Git	5 pts
Blitzkaptin	25 pts

ENHANCEMENTS — BULLY BOYZ

ENHANCEMENT	PUNKTE
Da Biggest Boss	15 pts
Big Gob	20 pts
'Eadstompa	10 pts
Tellyporta	25 pts

ENHANCEMENTS — DA BIG HUNT

ENHANCEMENT	PUNKTE
Surly As A Squiggoth	20 pts
Skrag Every Stash!	25 pts

ENHANCEMENT	PUNKTE
Proper Killy	15 pts
Glory Hog	30 pts

ENHANCEMENTS — DREAD MOB

ENHANCEMENT	PUNKTE
Gitfinder Gogglez	10 pts
Press It Fasta!	35 pts
Supa-glowy Fing	20 pts
Smoky Gubbinz	15 pts

ENHANCEMENTS — EQUATORIAL HORDES

ENHANCEMENT	PUNKTE
Unkillable Scourge	25 pts
Kunnin' Huntta	25 pts

ENHANCEMENTS — FREEBOOTER KREW

ENHANCEMENT	PUNKTE
Razgit's Magik Map	25 pts
Git-spotter Squig	20 pts
Bionik Workshop	15 pts
Da Kaptin	10 pts

ENHANCEMENTS — GREEN TIDE

ENHANCEMENT	PUNKTE
Ferocious Show Off	10 pts
Brutal But Kunnin'	25 pts
Raucous Warcaller	20 pts
Bloodthirsty Belligerence	15 pts

ENHANCEMENTS — KAPTIN KILLERS

ENHANCEMENT	PUNKTE
Tellyporta	—
Gnasher Squig Crates	—

ENHANCEMENTS — KULT OF SPEED

ENHANCEMENT	PUNKTE
Fasta Than Yooz	35 pts
Squig-hide Tyres	15 pts
Speed Makes Right	25 pts
Wazblasta	10 pts

ENHANCEMENTS — RAMSHIP RAIDERS

ENHANCEMENT	PUNKTE
Living Battering Ram	0 pts
Scarred Brute	0 pts

ENHANCEMENTS — ROLLIN' DEFF

ENHANCEMENT	PUNKTE
Targetin' Gizmos	15 pts
Boarding Ramps	10 pts

ENHANCEMENTS — SPEEDWAAAGH!

ENHANCEMENT	PUNKTE
Master Meknologist	20 pts
Dakkamek	25 pts
Supa-burny Fuel	15 pts
Kustom Shokk Box	10 pts

ENHANCEMENTS — TAKTIKAL BRIGADE

ENHANCEMENT	PUNKTE
Mork's Kunnin'	20 pts
Slippery Git	15 pts

ENHANCEMENTS — WAR HORDE

ENHANCEMENT	PUNKTE
Supa-Cybork Body	15 pts
Headwoppa's Killchoppa	20 pts
Kunnin' But Brutal	15 pts
Follow Me Ladz	25 pts

