

INTRODUCTION

Welcome to the rules section of *Codex: Orks*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Orks collection to life on the tabletop.

These include Detachment rules that Orks armies can use, along with the Orks army rule – Waaagh! – which is common to many of your units. This section also includes datasheets for Orks units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.



WAR HORDE

Ork War Hordes vary greatly in size and composition, from wads of a handful of mobs and a boss of limited ambition to continent-spanning hordes of millions from every clan. Wherever they come from, they will usually have at their core a tough mass of Dogs and the Warriors of Big Mak who has pummeled his way to authority. With indelible violence, these forces eagerly surge into the biggest fights in a seething and roaring mass of disordered brutality. Ramshackle weapons flung into the fray, ploughing headfirst into scattering enemies before engaging mobs of Orks. Mole weapons equipped by Orks models only. While the bearer is leading a unit, add 2 to the Move characteristic of models in that unit.

HEADWOPPA'S KILLCHOPPA
Great Warlord, Headwoppa and his Orks were last seen charging headlong into a horde of Khorntite daemons, but legend speaks of a blood slick choppa that still turns up occasionally. Though his weapon looks normal, a dark voice is said to growl in the mind of its wielder, driving them on to ever greater excesses of violence.

ORKS IS NEVER BEATEN
Waaagh! - Once the bearer is leading a unit, that unit is eligible to shoot and declare a charge in a turn in which it fails back.

KUNNIN' BUT BRUTAL
Fighting weabooz, this Ork allows his foe to think he's lagging it before suddenly piling back into the fight and delivering a brutal flurry of attacks.

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 fails back.

SUPA-CYBORK BODY
The original owner of this one-of-a-kind endoskeleton became the envy of every Warboss around, and was soon gassed and strung for parts by a stronger rival. The Supa-Cyborg Body has been retransplanted several times since then, filling its new owners with confidence, resilience and a related hope that the Painboyz give it a quick clean before shoving it back to place...

ORKS model only. The bearer has the Feet No Pain 4+ ability.

WAR HORDE - BATTLE TACTIC STRATAGEM
Even the lowliest Ork Boy has a toughened hide and a dense skin. While they get across the prospect of a fight to give a good kicking, it takes a blow of truly phenomenal strength to even give the Orks pause.

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 (including Orks, Mawbees and Tronca units) that has been 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.

WAR HORDE - BATTLE TACTIC STRATAGEM
The main Orks that get the most use place the mass the Waaagh! energy, fire, and the main perfect they of account.

WHEN: End of your Command phase.

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

EFFECT: Select one model that has been selected as the target of one or more of the attacking unit's attacks.

'ERE WE GO!
Waaagh! - Battle tactic stratagem.

WAR HORDE - BATTLE TACTIC STRATAGEM
Even Orks can put on a surprising turn of speed when the promise of a good fight is set right in their sights.

WHEN: Start of your Movement phase.

TARGET: One Orks bearer unit from your army.

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

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On the following pages you will find several **ORKS** Detachments you can select from, as described in the Core Rules (see the Select Detachment Rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Orks – the rules they include are as follows:

- 1 DETACHMENT RULE**

The Detachment rule listed here will apply to either your whole army or to particular units within it. If any additional restrictions or benefits apply to a Detachment, they will be listed here. This can include units your army either must include or cannot include, as well as additional keywords some of your units may gain.
- 2 ENHANCEMENTS**

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56).

If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

- 3 STRATAGEMS**

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

ARMY RULE

WAAAGH!

The infamous war cry of the Orks is known and feared throughout the galaxy. When it echoes across the battlefield, bellowed from hundreds or even thousands of toothy maws, even the most stalwart warriors fear the onslaught to come.

If your Army Faction is **ORKS**, once per battle, at the start of the battle round, you can call a Waaagh!. If you do, until the start of the next battle round, the Waaagh! is active for your army and:

- Units from your army with this ability are eligible to declare a charge in a turn in which they Advanced.
- Add 1 to the Strength and Attacks characteristics of melee weapons equipped by models from your army with this ability.
- Models from your army with this ability have a 5+ invulnerable save.





WAR HORDE

DETACHMENT RULE



GET STUCK IN!

Once an Ork gets stuck into hand-to-hand combat, they quickly overwhelm their enemies through sheer ferocity and an eagerness to give the gitz a good kicking.

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

ENHANCEMENTS



FOLLOW ME LADZ

Always found at the forefront of an assault, this Ork likes to be the first into the fray.

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

HEADWOPPA'S KILLCHOPPA

Grand Warboss Headwoppa and his tribe were last seen charging headlong into a horde of Khornate daemons, but legend speaks of a blood slick choppa that still turns up occasionally. Though this weapon looks normal, a dark voice is said to growl in the mind of its wielder, driving them on to ever greater excesses of violence.

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

KUNNIN' BUT BRUTAL

Feigning weakness, this Ork allows his foes to think he's legging it before suddenly piling back into the fight and delivering a brutal flurry of attacks.

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.

SUPA-CYBORK BODY

The original owner of this one-of-a-kind endoskeleton became the envy of every Warboss around, and was soon gutted and stripped for parts by a stronger rival. The Supa-Cybork Body has been retransplanted several times since then, filling its new owner with confidence, resilience and a belated hope that the Painboyz gave it a quick clean before shoving it back in place...

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

Ork War Hordes vary greatly in size and composition, from warbands of a handful of mobs and a boss of inflated ambition to continent-spanning throngs of millions from every clan. Wherever they come from, they will usually have at their core a tough mass of Boyz and the Warboss or Big Mek who has pummelled his way to authority. With instinctive violence, these forces eagerly surge into the biggest fights in a seething and roaring mass of disordered brutality. Ramshackle wagons hurtle into the fray, ploughing headfirst into scattering enemies before disgorging mobs of Orks swinging huge choppas to crack armour and pulverise flesh. Clanking walkers, racing buggies and screaming aircraft unleash death at every turn. Deafening sprays of dakka and concussive detonations vie with the Orks' bellowed chants for supremacy. The Orks threaten and goad each other as much as the foe, with every mob seeking to outpace and outfight their rivals in displays of greater brawn and toughness, more reckless daring and unequalled acts of carnage.

CAREEN!

WAR HORDE – EPIC DEED STRATAGEM

If their vehicle is on its last legs, any sensible Ork driver will aim its fiery remains into the nearest foe.

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 rolled 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.

'ARD AS NAILS

WAR HORDE – BATTLE TACTIC STRATAGEM

Even the lowliest Ork Boy has a toughened hide and a dense skull. While there yet remains the prospect of a git to give a good kicking, it takes a blow of truly phenomenal strength to even give the Ork pause.

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.

ORKS IS NEVER BEATEN

WAR HORDE – EPIC DEED STRATAGEM

So resilient is Ork physiology – and so slow are Orks on the uptake – even death can take time to register.

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 unit has finished making attacks, and is then removed from play.

MOB RULE

WAR HORDE – BATTLE TACTIC STRATAGEM

The more Orks that gather in one place the more the Waaagh! energy flows, and the more fearless they all become.

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.

UNBRIDLED CARNAGE

WAR HORDE – BATTLE TACTIC STRATAGEM

When Orks get stuck into the foe, the carnage is wonderful to behold, at least for all their mates.

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.

'ERE WE GO

WAR HORDE – BATTLE TACTIC STRATAGEM

Even Orks can put on a surprising turn of speed when the promise of a good face-to-face fight is in the offing.

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.



DA BIG HUNT

DETACHMENT RULE



DA HUNT IS ON

Spying the largest or most dangerous threats on the battlefield – besides the Orks themselves – Beast Snaggas chase them down with gleeful enthusiasm, mobs racing each other to claim the kill and to snag a worthy trophy with which to proclaim their status as the warband's greatest hunters. Until, that is, the easily distracted ladz notice their next quarry.

At the start of your Command phase, select one **MONSTER, VEHICLE** or **WARLORD** unit from your opponent's army. If your opponent does not have any of these on the battlefield (or embarked within a **TRANSPORT** that is on the battlefield), you can select one **CHARACTER** unit from your opponent's army instead. Until the start of your next Command phase, that enemy unit is your Prey:

- Each time a **BEAST SNAGGA** unit from your army declares a charge that includes your Prey as one of the targets, you can re-roll the Charge roll.
- 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.

ENHANCEMENTS



GLORY HOG

Obsessed with being the first to make a kill, this hunter spurs his unruly mount ahead of the warband, coaxing his mob to follow him with the explicit threat of feeding them to his squigosaur if they don't keep up.

BEASTBOSS ON SQUIGOSAUR model only. Models in the bearer's unit have the Scouts 9" ability.

SKRAG EVERY STASH!

Successful hunt leaders are never short of a kunnin' plan to flush out the prey. This sneaky git has mastered the art of ransacking whatever the prey values, luring the quarry in to retaliate or else ensuring they're cornered, with no bolthole or gear to fall back on.

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 or end of any turn.

PROPER KILLY

This Beast Snagga is an unstoppable engine of destructive butchery who has left the brutalised corpses of his huge prey piled in his wake on world after world.

BEAST SNAGGA model only. Add 1 to the Damage characteristic of melee weapons equipped by the bearer.

SURLY AS A SQUIGGOTH

With a lifetime of leading notoriously deadly Beast Snagga hunts behind them, and gnarled hides thicker than Battlewagon armour, this Ork and his favoured Boyz have survived blows that would fell a Gargant.

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.

The ground trembles when stampeding Orks embark on da Big Hunt. In a thundering mass of muscle, snorting squigs and growling engines, these Orks chase the biggest, baddest prey they can find. They don't much care if this is a monstrous beast, a slab-sided war engine or some ded important git wot fancies their chances; as long as the prey is dangerous and trophy-worthy, the Orks will hunt them down. Other mobs hitch a ride on hulking Hunta Rigs or speedy Trukks to outmanoeuvre – or smash into – foes who get between them and their target. Flyboyz chase off enemy aircraft, gunwagons pound hunt trails clear and sneaky Kommandos seal off the prey's escape routes. When the Beast Snaggas finally smash into their chosen quarry it is in a thunderclap of trampling hooves and goring horns. Then the jubilant Orks lay into the prey with huge choppas, bionik fists and bare teef if needs be, finding the weak spots in the most formidable foe, before immediately looking around for their next target.



DRAG IT DOWN

DA BIG HUNT – BATTLE TACTIC STRATAGEM

Beast Snaggas have many tales of the times they took on the biggest prey, clobbering them with so many blows that what was left was a crumpled mass of broken hide and squished innards.

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.



UNSTOPPABLE MOMENTUM

DA BIG HUNT – STRATEGIC PLOY STRATAGEM

Smasha squigs are essentially battering rams on legs. Driven on by the squighogs piling in behind them, they plunge headlong into the foe, trampling one after the next.

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.



DAT ONE'S EVEN BIGGA!

DA BIG HUNT – STRATEGIC PLOY STRATAGEM

When bigger prey is sighted, nothing can keep a mob of Beast Snaggas from it. A great hunting chant erupts, and lesser gitz are swiftly forgotten in the enthusiastic impetus to pile into a bigger challenge.

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, provided one of the targets of that charge is your Prey.



WHERE D'YA FINK YOU'RE GOING?

DA BIG HUNT – STRATEGIC PLOY STRATAGEM

Beast Snagga victims often make a break for it before the Orks have had their fill of fighting. With a roar, the Orks immediately give chase, or else lose interest and lunge after other potential trophies.

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".



STALKIN' TAKTIKS

DA BIG HUNT – BATTLE TACTIC STRATAGEM

There is no hiding a Beast Snagga stampede, but the more agile amongst the hunters know how to evade the worst of an unsporting prey's dakka.

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.



INSTINCTIVE HUNTERS

DA BIG HUNT – STRATEGIC PLOY STRATAGEM

With a keen eye for tracking their prey, especially kunnin' Beast Snaggas will circle round the hunt site to ambush the luckless gitz from another angle.

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.



KULT OF SPEED

DETACHMENT RULE



ADRENALINE JUNKIES

If there is one thing Speed Freeks love more than racing full tilt towards the enemy, smashing into them and pulling hair pin turns to do it all again, it is loosing incredible amounts of noisy, chugging dakka as they do so.

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

ENHANCEMENTS



WAZBLASTA

This warlord's fanatical devotion to speed is such that he cannot stand being anywhere other than in the heart of the action and he pushes the ladz around him to crank their throttles in order to close the distance with the enemy as soon as possible.

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.

FASTA THAN YOOZ

The thrill-seeking Orks at the head of Speed Freeks warbands lead their Kult of Speed brethren right into enemy lines, leaping from speeding Trukks and Battlewagons if need be to plunge into the fight.

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.

SQUIG-HIDE TYRES

Scaly squig-hide is the perfect material for fast and grippy tyres, able to provide traction even in the mire of blood, guts and oil left over from most Speed Freek fights.

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".

SPEED MAKES RIGHT

This Ork's adrenaline-addled mind lurches from one insight to the next, a bone-shaker whose engine only fires on all cylinders when he is in the thick of the fighting. Once there, however, it revs into overdrive.

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.

Speed Freaks are highly valued as vanguard, reconnaissance and rapid reaction forces – not that most Warbosses would use such words. When such loons gather as a Kult of Speed led by a maniac as addicted to high-octane warfare as the rest of them, the resultant warband surges into battle amidst a deafening hurricane of smoke and firepower. Warbikers burst from the rushing cloud of smog as it nears the foe, their deffguns spewing streams of heavy shells as they race full tilt ahead of hurtling buggies and half-tracks firing kustomised cannons. Wagons with souped-up engines careen behind them carrying those big gunz the Speed Freaks couldn't bear to leave behind. Psychotic Flyboyz blitz from the sky, cranking their throttles past sane limits. Galloping Squighog Boyz and swaying Trukks full of grinning Orks plunge in the buggies' wake. With little chance to react, the foe are shredded by heavy shells or flattened by spiked rams and wheels, before the Orks perform hairpin turns to rocket back into the fight at reckless speeds.

SPEEDIEST FREEKS

KULT OF SPEED – STRATEGIC PLOY STRATAGEM

Speed Freaks are often just blurs of vehicular mayhem that prove difficult to land a blow on.

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.

BLITZA FIRE

KULT OF SPEED – BATTLE TACTIC STRATAGEM

Fiercely gripping the trigger, with a manic grin as they close on their foes, Speed Freaks fire so many rounds that some just have to find a weak spot.

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.

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

SQUIG FLINGIN'

KULT OF SPEED – STRATEGIC PLOY STRATAGEM

Speed Freaks live in their vehicles, so it's no surprise to find small squigs lurking in some compartments. A few are vicious, and entertaining, enough to be worth lobbing into nearby enemies to cause anarchy.

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.

FULL THROTTLE!

KULT OF SPEED – BATTLE TACTIC STRATAGEM

When racing buggies and warbikes charge at full pelt, the power behind their crews' assault is so great that they can smash through the enemy.

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.

DAKKASTORM

KULT OF SPEED – BATTLE TACTIC STRATAGEM

Often all an enemy will see of a Kult of Speed is a blur as they speed by, all guns blazing.

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.

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

MORE GITZ OVER 'ERE!

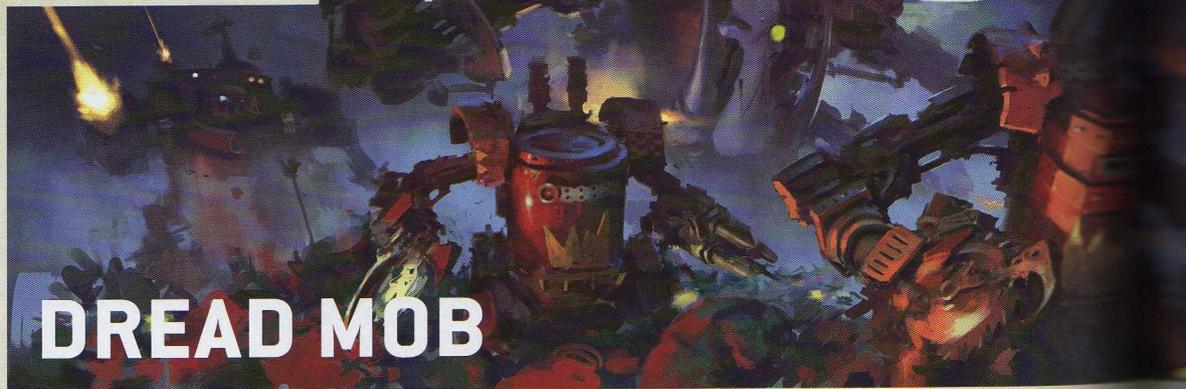
KULT OF SPEED – STRATEGIC PLOY STRATAGEM

Sometimes new targets that emerge are just too juicy to ignore.

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".



DREAD MOB

DETACHMENT RULE



TRY DAT BUTTON!

Inventive Meks wire all manner of kustomised gubbinz, suspicious extras and inviting big red buttons to weapons or into the cockpits of their clanking kan creations. Eager Orks are always enthusiastic to try out such random innovations to see what sort of destruction they can cause. Sometimes this can be risky, but that's half the fun!

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.

D6	BUTTON EFFECT
1-2	[SUSTAINED HITS 1] ability.
3-4	[LETHAL HITS] ability.
5-6	Each time an attack is made with this weapon, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 2.

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 a 1 or a 2.

KEYWORDS



GRETCHIN units from your army gain the **BATTLELINE** keyword.

ENHANCEMENTS



SMOKY GUBBINZ

This loud, fume-belching device wreathes the bearer and his mates in a thick bank of smoke. This is hard for the enemy to see through, but has little detriment on the Orks' own accuracy.

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

SUPA-GLOWY FING

The Mek cobbled together this strange device in a flash of feverish inventin'. He isn't sure what it does – and it glows weirdly – but he proudly carries it to battle, eager to know what its big switch will do this time.

MEK model only. In your Command phase, select one enemy unit within 18" of 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.

PRESS IT FASTA!

Impatient for better results, this Mek is an avid advocate of the theory that smashing buttons and cranking dials faster makes kustom guns more shooty.

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.

GITFINDER GOGGLEZ

By squinting hard through the mismatched lenses of these goggles, even the sneakiest git can be pinpointed.

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

Some Big Meks gain so much power that they garner a following of Boyz, tread-heads and fellow Mekboyz. For a suitably impressed Warboss, or to feed their own ambitions, such Big Meks may unleash a Dread Mob of their most impressive creations in a clanking mass of piston-driven brutality. Deff Dreads fitted with huge shootas and crushing claws barge through gangs of Killa Kans in their eagerness to reach the foe. Lumbering Gorkanauts and Morkanauts, and the war effigies known as Stompas, wade through the heaviest firepower to squash infantry and pulverise battle tanks. A place fighting alongside the Meks is hotly contested, for they bring all sorts of gizmos to battle with which to boost the Orks' dakka to unpredictable levels and usually wire batteries of artillery into unstable power cores resulting in entertaining bombardments. When a Dread Mob reaches the foe's lines the walkers' pilots frenziedly hit the kustom buttons in their cockpits, crashing into the bewildered enemy in a supa-boosted surge.

KLANKIN' KLAWS

DREAD MOB – BATTLE TACTIC STRATAGEM

The crews of a Mek's stompiest contraptions revel in ripping apart anything they can get their claws on, heedless of the damage done to their own gubbinz.

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.

DAKKA! DAKKA! DAKKA!

DREAD MOB – BATTLE TACTIC STRATAGEM

Orks have a tendency to hold the trigger down until their weapon stops firing, falls apart or misfires.

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.

SUPERFUELLED BOILER

DREAD MOB – STRATEGIC PLOY STRATAGEM

By pushing their engines past any sane level, Ork combat walkers can build terrifying momentum.

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.

CONNIVING RUNTS

DREAD MOB – STRATEGIC PLOY STRATAGEM

A Gretchin's lot is often a wretched one, and the spiteful zoggers will take any chance to cause pain and mischief using sneaky traps before legging it.

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.

BIGGER SHELLS FOR BIGGER GITZ

DREAD MOB – BATTLE TACTIC STRATAGEM

Stashes of extra speshul ammo provided by the Meks are often expended on rival monstrosities.

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.

EXTRA GUBBINZ

DREAD MOB – BATTLE TACTIC STRATAGEM

The Meks' creations can afford to have all manner of useless junk blasted from them with little effect.

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.



GREEN TIDE

DETACHMENT RULE



MOB MENTALITY

Caught up in the infectious and nigh supernatural belligerence that suffuses such large hordes of Orks on the warpath, the Boyz tend to push through lethal wounds, being too immersed in the energetic riot to worry about such things as long as they have a load of mates to enjoy the fight with.

Each time an attack targets a **BOYZ** unit from your army, models in that unit have a 5+ invulnerable save against that attack. In addition, each time an attack targets an **ORKS** unit from your army, if it contains 10 or more models, re-roll a saving throw of 1 made against that attack.

ENHANCEMENTS



FEROCIOUS SHOW OFF

This brutal fighter is even more dangerous with a raucous audience of chanting Orks as he displays his violent abilities as a warning to all.

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.

BRUTAL BUT KUNNIN'

What tactics occasionally pop into this Ork's head revolve purely around throwing as many Boyz into the enemy's face as possible.

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 1CP.

BLOODTHIRSTY BELLIGERENCE

Buoyed on by his chanting ladz and eager to smash into his enemies first, this boss leads the way, racing towards one fight after the next.

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.

RAUCOUS WARCALLER

This hulking boss is a focal point of violent enthusiasm. Orks flocking to his bosspole feel emboldened, the boss exuding an energetic dynamism that keeps his ladz at the height of rampaging excitement.

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.

A single Ork is a formidable adversary, muscular and violent, with a resilient physiology. Orks are rarely encountered individually, however, and when they go to battle it can be in a bellowing horde that their victims have come to fear as the Green Tide. These massive gatherings are favoured by traditional or especially uncomplicated Warbosses, but any Orky population can swell to such proportions in a frighteningly short space of time. They typically comprise huge mobs of Orks that charge at the enemy in wave after wave, but such simplistic tactics belie the incredible strength at the warband's core. The close proximity of so many Orks, all caught up in the fervour of battle, creates an energy that is almost palpable. Ork Warbosses harness this fearsome force, using it to drive their warriors to new heights of bloodlust. Chanting war cries, the Orks pile into the fray aiming to be stronger, tougher, braver and meaner than any other mob. Goading each other into violent excesses, they fall upon the foe in an avalanche of muscle and gore-slick choppas.

COMPETITIVE STREAK

GREEN TIDE – BATTLE TACTIC STRATAGEM

Galvanised by the rest of their mates fighting around them, Orks will redouble their efforts to outdo each other.

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.

BULLDOZER BRUTALITY

GREEN TIDE – BATTLE TACTIC STRATAGEM

In the massive fights that Orks enjoy, the only way to ensure a slice of the action is to bludgeon a path through the press to get a hand on the enemy.

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.

BRAGGIN' RIGHTS

GREEN TIDE – STRATEGIC PLOY STRATAGEM

With volleys of wagers, threats, insults, dung and the occasional hurled rock, mobs of Orks bolster each other's spirits in the most Orky ways possible.

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 purpose of your Detachment rule, any Enhancements models from your army have and any Stratagems you use.

COME ON LADZ!

GREEN TIDE – STRATEGIC PLOY STRATAGEM

Orks are drawn to conflict and constantly race into battle at the merest hint of violence.

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).

TIDE OF MUSCLE

GREEN TIDE – EPIC DEED STRATAGEM

Once a horde of Orks get a sight of the foe, nothing can stop them.

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 the current battle round number to the Charge roll.

GO GET 'EM!

GREEN TIDE – STRATEGIC PLOY STRATAGEM

Keeping Orks at arm's length and pummeling them with as much firepower as possible is often the safest tactic for their victims. Unfortunately, it can also draw their attention and give them the urge to re-educate the gitz in the joys of up-close savagery.

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, it can move up to 6" when making that move instead.



BULLY BOYZ

DETACHMENT RULE



DA BOSS IS WATCHIN'

Gathered together into an all-conquering mass of hulking brutes, the biggest Nobz and their even larger bosses are – or so they claim – more Orky than anyone else. Their bellowed war cries are louder, their self-belief, impetus and sheer presence an affront to the senses. There is a violent momentum that can roll through entire enemy armies in an unrelenting wave of aggression.

At the start of a battle round 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.

ENHANCEMENTS



TELLYPORTA

Nothing shocks the enemy like an angry mob of the biggest and surliest Orks imaginable suddenly appearing in a blast of green lightning!

WARBOSS in **MEGA ARMOUR** model only. Models in the bearer's unit have the Deep Strike ability.

BIG GOB

This warlord's bellowing war cry is so loud that it can be heard over the thickest of fighting, rolling outwards in a terrifying bestial roar.

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.

DA BIGGEST BOSS

The bigger the Waaagh!, the bigger the boss must be to exert control. This Ork has countless huge battles under his belt and has grown in stature and aggression to match.

INFANTRY WARBOSS model only. Add 2 to the bearer's Wounds characteristic.

'EADSTOMPA

A solid slab of muscle and aggression, this Ork is living embodiment of the undeniable truth of his enemies' inferiority.

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.

If a Warboss needs something done right, be it storming a heavily fortified bridge of a voidship, counterattacking a spearhead of elite enemy or smashing through a shieldwall of bodyguards and cheering on their boss as he krumps the foe's commander, he will send for his Bully Boyz. Such a warband forms around a hardened core of the Warboss' most experienced Nobz and Meganobz. These scarred veterans use their expertise in casual violence and instinctive superiority in a fight, alongside their immense strength and low cunning, to make the most of their especially killy choppas and bizarre kombi-weapons. They exude arrogance and with their enormously muscled frames they can shrug off the foe's attempts to lay them low, at least until they've had a chance to get properly stuck in. Bully Boyz are a force to be reckoned with even alone. With a hulking Warboss at their head, the enemy softened up by some big guns and an audience of weedier Orks who need to be shown how it's done, the Bully Boyz' assault lands like a mailed fist.

ARMED TO DA TEEF

BULLY BOYZ – BATTLE TACTIC STRATAGEM

Nobz load themselves with all manner of weapons in shows of wealth and influence, enabling them to smash the foe with a ceaseless barrage of attacks.

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.

TOO ARROGANT TO DIE

BULLY BOYZ – STRATEGIC PLOY STRATAGEM

With bone-headed arrogance, Nobz will carry on killing before their deaths finally register.

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.

ALWAYS LOOKIN' FER A FIGHT

BULLY BOYZ – STRATEGIC PLOY STRATAGEM

As one enemy falls to the choppas of a battle-hungry mob of Nobz, they immediately seek out more.

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.

CRUSHING IMPACT

BULLY BOYZ – EPIC DEED STRATAGEM

When a thundering mob of hulking Ork Nobz stampedes into the foe, their crushing momentum is a lethal weapon by itself.

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.

CUT 'EM DOWN

BULLY BOYZ – BATTLE TACTIC STRATAGEM

Furious with any snivelling gitz who attempt to back away from a good fight, Nobz will ruthlessly hack them apart as they turn to flee.

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.

HULKING BRUTES

BULLY BOYZ – BATTLE TACTIC STRATAGEM

The sheer aggressive contempt advancing Nobz project, not to mention their thick skulls and 'eavy armour, make them a terrifying prospect for foes desperately trying to gun them down.

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 end of the phase, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.

GHAZGHKULL THRAKA

M	T	SV	W	LD	OC	
5"	6	2+	10	6+	4	GHAZGHKULL THRAKA
5"	6	7+	1	8+	1	MAKARI

To face Ghazghkull Thraka in battle is to die. Messily. He is a totemic war leader of great kunnin' and terrifying presence who enjoys the personal protection of the Ork gods, not that he seems to need it! Makari, Ghazghkull's favoured Grot assistant bears aloft the personal Waaagh! banner of the Grand Warlord. There isn't an Ork living who doesn't fight harder in sight of that bosspole.

RANGED WEAPONS		RANGE	A	BS	S	AP	D
Mork's Roar [RAPID FIRE 4]		36"	12	5+	5	0	1
MELEE WEAPONS		RANGE	A	WS	S	AP	D
Gork's Claw – strike		Melee	6	2+	14	-3	4
Gork's Claw – sweep		Melee	12	2+	8	-2	2
Makari's stabba [DEVASTATING WOUNDS]		Melee	1	4+	3	0	1

LEADER

This unit can be attached to the following unit: **MEGANOBYZ**

If this unit's Bodyguard unit is destroyed, Ghazghkull Thraka and Makari become a single unit with their original Starting Strength.

SUPREME COMMANDER

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

ABILITIES

CORE: Leader

FACTION: Waaagh!

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 you called a Waaagh! this battle round, a Critical Hit is scored on a successful unmodified Hit roll of 5+.

Ghazghkull's Waaagh! Banner (Aura): While a friendly Orks unit is within 12" of Makari, if you called a Waaagh! this battle round, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

UNIT COMPOSITION

- 1 Ghazghkull Thraka – EPIC HERO
- 1 Makari

Ghazghkull Thraka is equipped with: Mork's Roar; Gork's Claw.

Makari is equipped with: Makari's stabba.

INVULNERABLE SAVE: GHAZGHKULL

4+

INVULNERABLE SAVE: MAKARI*

2+

* You cannot re-roll invulnerable saving throws made for this model.



Ghazghkull Thraka



Makari

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS – ALL MODELS: INFANTRY, CHARACTER, EPIC HERO
– GHAZGHKULL THRAKA: WARBOSS, GHAZGHKULL THRAKA



FACTION KEYWORDS:
ORKS

WARBOSS

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



A towering slab of muscle, fangs and bad attitude, the Warboss leads the charge from the very front. With klaw, fist and dakka the green behemoth bulldozes a bloody path through the enemy. Meanwhile, his window-rattling war cry and weapons-grade glower motivate his ladz to ever more gratuitous violence.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kombi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	5+	4	0	1
Twin sluggas [PISTOL, TWIN-LINKED]	12"	2	5+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Attack squig [EXTRA ATTACKS]	Melee	2	4+	4	0	1
Big choppa	Melee	5	2+	8	-1	2
Power klaw	Melee	4	3+	10	-2	2

WARGEAR OPTIONS

- This model's big choppa can be replaced with 1 power klaw.
- This model can be equipped with 1 attack squig.

LEADER

This model can be attached to the following units: **BOYZ, NOBZ**

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

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.

Da Biggest and da Best: When you call a Waaagh!, until the start of the next battle round, add 4 to the Attacks characteristic of this model's melee weapons.

UNIT COMPOSITION

- 1 Warboss

This model is equipped with: kombi-weapon; twin sluggas; big choppa.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, WARBOSS



FACTION KEYWORDS:
ORKS

WARBOSS IN MEGA ARMOUR

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



Any good Ork hunter knows the safest way to deal with a rampaging Warboss is to hit them with tank-busting artillery from as far away as possible. By donning a piston-driven suit of incredibly durable mega armour, the Warboss makes a mockery of such underhanded enemy tactics, much to the terror of his foes.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	4+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
'Uge choppa	Melee	4	2+	12	-2	2

LEADER

This model can be attached to the following unit: **MEGANOBZ**

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

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.

Dead Brutal: When you call a Waaagh!, until the start of the next battle round, this model's 'uge choppa has a Damage characteristic of 3.

UNIT COMPOSITION

- 1 Warboss in Mega Armour

This model is equipped with: big shoota; 'uge choppa.

KEYWORDS: INFANTRY, CHARACTER, MEGA ARMOUR, WARBOSS, WARBOSS IN MEGA ARMOUR



FACTION KEYWORDS:
ORKS

DEFFKILLA WARTRIKE

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

5+ INVULNERABLE SAVE



Ork Speedbosses thunder into battle on the backs of Deffkilla Wartrikes. These hurtling three-wheelers boast massive jet engines that fry the foe to a crisp while roaring through their ranks. Wartrikes also offer platforms from which the Speedbosses can messily chainhaul unfortunate foes with their grapnel-like snagga claws.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
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	RANGE	A	WS	S	AP	D
Snagga klaw	Melee	4	3+	10	-2	2

LEADER

This model can be attached to the following unit: **WARBIKERS**

ABILITIES

CORE: **Deadly Demise 1, Leader**

FACTION: **Waaagh!**

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.

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.

UNIT COMPOSITION

- 1 Deffkilla Wartrike

This model is equipped with: boomstikks; killa jet; snagga klaw.

KEYWORDS: MOUNTED, CHARACTER, WARBOSS, SPEED FRECKS, DEFFKILLA WARTRIKE



FACTION KEYWORDS: **ORKS**



Boomstikks



Deffkilla Wartrike



Snagga klaw

BIG MEK IN MEGA ARMOUR

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



For all that its weight is akin to wearing half a tank, mega armour is incredibly resilient. Big Mek's often build and wear it, adding unstable kustom weaponry, force field projectors, crushing claws or even tellyport blastas that kill victims by beaming their component parts across a wide area, much to the Orks' amusement.

RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Killsaw	Melee	3	4+	12	-3	2
Power claw	Melee	4	3+	9	-2	2

WARGEAR OPTIONS

- This model's kustom-mega blasta can be replaced with one of the following:
 - 1 killsaw
 - 1 kombi-weapon
 - 1 kustom shoota
- This model can be equipped with one of the following:
 - 1 tellyport blasta
 - 1 kustom force field
- This model can be equipped with 1 grot oiler.

LEADER

This model can be attached to the following unit: **MEGANOBZ**

ABILITIES

CORE: Leader

FACTION: Waaagh!

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.

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.

WARGEAR ABILITIES

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

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.

UNIT COMPOSITION

- 1 Big Mek in Mega Armour

This model is equipped with: kustom-mega blasta; power claw.

KEYWORDS: INFANTRY, CHARACTER, MEGA ARMOUR, MEK, BIG MEK IN MEGA ARMOUR



FACTION KEYWORDS:
ORKS

'Why does it cost so much? Dat dere's da pinnerkal of da Mek's art, Lugnatz! Da pile of scrap you brought me wasn't worthy of bein' called a rokkit pack. Whoevva sold it yer must've seen ya comin'. Now you've got a rippy bit up top for tearing through dem big winged fings, an' a revved-up worky bit dere, an' a new spike on da front cos I know you like goin' into gitz 'ead first. An' see, I've fixed it up wiv two extra rokkits, so even if one goes wrong like last time, yer won't 'av to walk back da long way again.

Yeah, I know it's only da front wot's a bit red. Dats, er, dat's 'cos I ran out from using all my best, reddest paint on da inside. An' dat's where it counts more, see? Cos dat's where all da gubbinz iz.

Now, you 'and over dat bag o' teef yer hangin' onto, and I can talk ya throo all da sheshul feechurs, da supa kustom bits wot I don't do every day...'

- Big Mek Gamdreg, concluding another successful sale



BIG MEK

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



Big Meks build all sorts of powerful weapons and bizarre devices. They readily bring their favourites into battle to test 'em out, even building and wearing a bionik exoskeleton to help them wield as many as possible. So equipped, the Big Mek unleashes mechanical violence and blasts of energy, or wrenches open warp tunnels down which he and his followers pile into the fight.

RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Drilla	Melee	2	3+	12	-3	3
Power claw	Melee	4	3+	9	-2	2

WARGEAR OPTIONS

- This model's kustom mega-blasta can be replaced with 1 traktor blasta.
- This model's power claw can be replaced with 1 drilla.

LEADER

This model can be attached to the following units: **BOYZ, LOOTAS, MEK GUNZ, NOBZ**

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

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, until that move is finished, models in that unit can move horizontally through models and terrain features (but cannot finish a move on top of another model or its base).

UNIT COMPOSITION

- 1 Big Mek

This model is equipped with: kustom mega-blasta; power claw.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, MEK, BIG MEK



FACTION KEYWORDS:
ORKS

MEK

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



Any Mekboy worth his spanners knows how to patch and repair Ork vehicles, artillery pieces and the like even amidst the fury of combat. Meks are also handy for a spot of good old-fashioned dakka and close-quarters violence, taking to the field armed to the teeth with kustom weaponry that they invented themselves.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kustom mega-slugga [BLAST, HAZARDOUS]	12"	D3	5+	8	-2	D6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Killsaw	Melee	1	4+	12	-3	2
Close combat weapon	Melee	3	3+	4	0	1

WARGEAR OPTIONS

- This model's close combat weapon can be replaced with 1 killsaw.

LEADER

This model can be attached to the following units: **BOYZ, LOOTAS, MEK GUNZ, NOBZ, TANKBUSTAS**

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

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.

UNIT COMPOSITION

- 1 Mek

This model is equipped with: kustom mega-slugga; close combat weapon.

KEYWORDS: INFANTRY, CHARACTER, MEK



FACTION KEYWORDS:
ORKS



BIG MEK WITH SHOKK ATTACK GUN

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

Big Mekks are masters of insane but highly destructive weaponry. Amongst the strangest devices that some lug to battle is the shokk attack gun which opens a tunnel through the warp to its target, then launches screaming Snotlings down it. The ammunition rematerialise as a terror-maddened, clawing, biting swarm. If this happens inside the target, the results are swift and horrific.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Shokk attack gun [BLAST, HEAVY]	60"	D6+1	5+	9	-4	D6

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

WARGEAR OPTIONS

- This model can be equipped with 1 grot assistant.

LEADER

This model can be attached to the following units: **BOYZ, LOOTAS, MEK GUNZ, NOBZ**

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

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.

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.

WARGEAR ABILITIES

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.

UNIT COMPOSITION

- 1 Big Mek with Shokk Attack Gun

This model is equipped with: close combat weapon, shokk attack gun.

KEYWORDS: **INFANTRY, CHARACTER, GRENADES, MEK, BIG MEK WITH SHOKK ATTACK GUN**



FACTION KEYWORDS:
ORKS

BEASTBOSS

M T SV W LD OC

6" 5 4+ 6 6+ 1

5+ INVULNERABLE SAVE



It takes a ferocious and foul-tempered Ork to lead a stampede of Beast Snaggas. Beastbosses possess these qualities in abundance. Boasting cyborg enhancements, wired-in targetin' squigs and an array of brutal combat weaponry, these roaring monsters can bring down even the largest prey one-on-one.

WEAPON TYPE	RANGE	A	BS	S	AP	D
RANGED WEAPONS						
Shoota [RAPID FIRE 1]	18"	2	4+	4	0	1
MELEE WEAPONS						
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

LEADER

This model can be attached to the following unit: **BEAST SNAGGA BOYZ**

ABILITIES

CORE: **Feel No Pain 6+, Leader**

FACTION: **Waaagh!**

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.

UNIT COMPOSITION

• 1 Beastboss

This model is equipped with: shoota; beastchoppa; Beast Snagga klaw.

KEYWORDS: INFANTRY, CHARACTER, BEAST SNAGGA, WARBOSS, BEASTBOSS



FACTION KEYWORDS:
ORKS



BEASTBOSS ON SQUIGOSAUR

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

5+

INVULNERABLE SAVE



Beastbosses have the strength and violent temperament to subdue the most ferocious creatures. Squigosaurs, meanwhile, are single-minded predators that can bite through adamantine and shrug off enemy fire as though they were armour-plated. If a Beastboss wishes to ride one he must first beat it within an inch of its life to teach it respect, all without getting devoured in the process.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Slugga [PISTOL]	12"	1	5+	4	0	1
Thump gun [BLAST]	18"	D3	5+	6	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Beastchoppa [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	6	2+	6	-1	2
Squigosaur's jaws [DEVASTATING WOUNDS, EXTRA ATTACKS]	Melee	3	4+	7	-2	3

WARGEAR OPTIONS

- This model can be equipped with 1 thump gun.

LEADER

This model can be attached to the following unit: **SQUIGHOG BOYZ**

ABILITIES

CORE: **Feel No Pain 5+, Leader**

FACTION: **Waaagh!**

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

Single-minded Predator: You can target this model's unit with the Heroic Intervention Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

UNIT COMPOSITION

- 1 **Beastboss on Squigosaur**

This model is equipped with: slugga; beastchoppa; squigosaur's jaws.

KEYWORDS: MOUNTED, CHARACTER, BEAST SNAGGA, WARBOSS, BEASTBOSS ON SQUIGOSAUR



FACTION KEYWORDS:
Orks



PAINBOSS

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



The Painboss specialises in both the surgical care and cyber-augmentation of squigs, and of those suffering squig-related injuries. So as to provide their services on the hoof, Painbosses augment themselves with piston-driven supa-legz, monowheels and the like – the better to deliver high-speed doktorin’.



MELEE WEAPONS

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Beast Snagga claw [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	3	4+	9	-2	2

WARGEAR OPTIONS

- This model can be equipped with 1 grot orderly.

LEADER

This model can be attached to the following unit: **BEAST SNAGGA BOYZ**

UNIT COMPOSITION

- 1 Painboss

This model is equipped with: Beast Snagga claw.

ABILITIES

CORE: **Feel No Pain 5+, Leader**

FACTION: **Waaagh!**

Dok's Toolz: While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

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.

WARGEAR ABILITIES

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.

KEYWORDS: INFANTRY, CHARACTER, BEAST SNAGGA, PAINBOSS



FACTION KEYWORDS:
ORKS

PAINBOY

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



The traditional tools of the Painboy help them to patch up even the most mangled Orks and send them back into the fight. Helpfully, all these gruesome surgical claws, rippy saws and fat syringes also serve as an expedient means of dismembering the enemy with – if not surgical precision – at least a great deal of enthusiasm!



MELEE WEAPONS

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power claw	Melee	3	4+	9	-2	2
'Urty syringe [ANTI-INFANTRY 4+, EXTRA ATTACKS, PRECISION]	Melee	1	3+	2	0	1

WARGEAR OPTIONS

- This model can be equipped with 1 grot orderly.

LEADER

This model can be attached to the following units: **BOYZ, NOBZ, LOOTAS, BURNA BOYZ, TANKBUSTAS**

UNIT COMPOSITION

- 1 Painboy

This model is equipped with: power claw; 'urty syringe.

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

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.

WARGEAR ABILITIES

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.

KEYWORDS: INFANTRY, CHARACTER, PAINBOY



FACTION KEYWORDS:
ORKS

WEIRDBOY

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



Weirdboyz channel the Waaagh! energy that builds up around battling Orks, unleashing it before it causes their heads to literally explode. This they do with gusto, whether vomiting blasts of devastating green ectoplasm at the enemy or teleporting Orks madly about the place.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
'Eadbanger [PRECISION, PSYCHIC]	24"	1	4+	6	-3	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Weirdboy staff [PSYCHIC]	Melee	3	3+	8	-1	D3

LEADER

This model can be attached to the following unit: **BOYZ**

UNIT COMPOSITION

- 1 Weirdboy

This model is equipped with: 'Eadbanger; weirdboy staff.

ABILITIES

CORE: **Deadly Demise D3, Leader**

FACTION: **Waaagh!**

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.

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 that WEIRDBOY's unit from the battlefield and set it up again anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

KEYWORDS: INFANTRY, CHARACTER, PSYKER, WEIRDBOY



FACTION KEYWORDS:
ORKS

WURRBOY

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



Rarely lucid, Wurrboyz rant about visions of prey and lose themselves in the senses of their warband's squigs. This doesn't stop them unleashing their devastating powers, however, channelling the Waaagh! into overwhelming primal manifestations and beams of killing energy shot from their Eyez of Mork.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Eyez of Mork [PSYCHIC]	18"	D6	5+	8	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	5	0	1

LEADER

This model can be attached to the following unit: **BEAST SNAGGA BOYZ**

UNIT COMPOSITION

- 1 Wurrboy

This model is equipped with: Eyez of Mork; close combat weapon.

ABILITIES

CORE: **Deadly Demise D3, Feel No Pain 6+, Leader**

FACTION: **Waaagh!**

Unstable Oracle: While this model is leading a unit, add 2 to the Attacks characteristic of this model's Eyez 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.

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.

KEYWORDS: INFANTRY, CHARACTER, PSYKER, BEAST SNAGGA, WURRBOY



FACTION KEYWORDS:
ORKS

MOZROG SKRAGBAD

M T SV W LD DC
 10" 8 3+ 8 6+ 3
 4+ INVULNERABLE SAVE



Mozrog and his squigosaur steed Big Chompa are so tough that they can weather the worst any foe throws at them. In return, few enemies survive for long once Mozrog tears into them with his kustom disembowelling punch-dagger, Gutrippa. Those that do are doomed to be swallowed whole by Big Chompa's yawning, fang-stuffed jaws.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Thump gun [BLAST]	18"	D3	5+	6	0	2
MELEE WEAPONS	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

LEADER

This model can be attached to the following unit: **SQUIGHOG BOYZ**

ABILITIES

CORE: **Feel No Pain 5+, Leader**

FACTION: **Waaagh!**

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 one 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.

Da Bigger Dey Iz.... Each time this model makes a melee attack that targets a **MONSTER** or **VEHICLE** unit, add 1 to the Damage characteristic of that attack. Each time this model makes a melee attack that targets a **TITANIC** unit, add 2 to the Damage characteristic of that attack instead.

UNIT COMPOSITION

- 1 Mozrog Skragbad – EPIC HERO

This model is equipped with: thump gun; Big Chompa's jaws; gutrippa.

KEYWORDS: MOUNTED, CHARACTER, BEAST SNAGGA, EPIC HERO, WARBOSS, MOZROG SKRAGBAD



FACTION KEYWORDS:
ORKS



Mozrog Skragbad and Big Chompa



Zodgrod Wortsnagga

ZODGROD WORTSNAGGA

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



With his Grabzappa crackling, Zodgrod herds his notorious super runts into battle. This irascible loon is never happier than when wrangling especially large and rowdy foes, usually by giving them a good dose of needles from his Squistoppa Numba 5, then burying them in a rampaging horde of diminutive little monsters.

RANGED WEAPONS

RANGE	A	BS	S	AP	D	
Squistoppa [ANTI-MONSTER 4+, PISTOL]	12"	1	5+	4	-1	1

MELEE WEAPONS

RANGE	A	WS	S	AP	D	
Da Grabzappa	Melee	5	2+	7	-2	2

LEADER

This model can be attached to the following unit: **GRETCHIN**

ABILITIES

CORE: **Feel No Pain 6+, Leader**

FACTION: **Waaagh!**

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.

Special Dose: When you call a Waaagh!, until the start of the next battle round, add 6" to the Move characteristic of models in this model's unit.

UNIT COMPOSITION

- 1 **Zodgrod Wortsnagga – EPIC HERO**

This model is equipped with: Squistoppa; Da Grabzappa.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, ZODGROD WORTSNAGGA



FACTION KEYWORDS:
ORKS

BOSS SNIKROT

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

5+ INVULNERABLE SAVE



Boss Snikrot is a murderous ghost whose obsession with kommando warfare has seen him transcend the cunning of his fellow Blood Axes and achieve instead something nigh supernatural. By the time his terrified foes realise he is upon them, the Boss is already opening their throats with his rip-toothed blades.

RANGED WEAPONS

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

MELEE WEAPONS

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

LEADER

This model can be attached to the following unit: **KOMMANDOS**

ABILITIES

CORE: **Infiltrators, Leader, Lone Operative, Stealth**

FACTION: **Waaagh!**

Red Skull Kommandos: While this model is leading a unit, models in that unit have the Benefit of Cover.

Kunnin' Infiltrator: Once per battle, in your Movement phase, instead of making a Normal move with this model's unit, you can remove it from the battlefield and set it up again anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

UNIT COMPOSITION

- 1 **Boss Snikrot – EPIC HERO**

This model is equipped with: slugga; Mork's Teeth.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, SMOKE, EPIC HERO, BOSS SNIKROT



FACTION KEYWORDS:
ORKS

BOYZ

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



Ork Boyz surge into battle in huge, unruly mobs dotted with crude but powerful weapons and led by foul-tempered Boss Nobz. Most simply stampede towards the enemy lines, relying on their numbers and natural hardiness to carry the charge home, while others hitch a ride on Trukks and Battlewagons so as to get stuck in all the faster.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1
Kombi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	5+	4	0	1
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3
Shoota [RAPID FIRE 1]	18"	2	5+	4	0	1
Slugga [PISTOL]	12"	1	5+	4	0	1

MELEE WEAPONS	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

WARGEAR OPTIONS

- The Boss Nob's big choppa can be replaced with 1 power klaw.
- The Boss Nob's big choppa and slugga can be replaced with 1 kombi-weapon and 1 close combat weapon.
- Any number of Boyz can each have their slugga and choppa replaced with 1 shoota and 1 close combat weapon.
- For every 10 models in this unit, 1 Boy's choppa and slugga can be replaced with one of the following:
 - 1 big shoota and 1 close combat weapon
 - 1 rokkit launcha and 1 close combat weapon

BODYGUARD

If this unit has a Starting Strength of 20, you can attach up to two Leader units to it instead of one (but only if one of those is a **WARBOSS** model). If you do, and this unit is destroyed, the Leader units attached to it become separate units with their original Starting Strengths.

KEYWORDS: INFANTRY, BATTLELINE, MOB, GRENADES, BOYZ



FACTION KEYWORDS:
ORKS

ABILITIES

FACTION: Waaagh!

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.

UNIT COMPOSITION

- 1 Boss Nob
- 9-19 Boyz

The Boss Nob is equipped with: slugga; big choppa.

Every Boy is equipped with: slugga; choppa.



Big choppa



Rokkit launcha



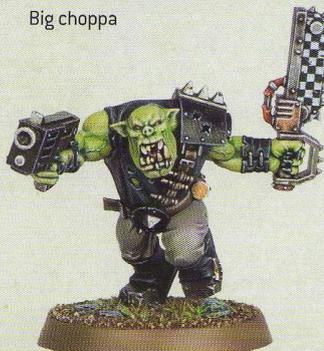
Shoota



Power klaw



Choppa



Boy with slugga and choppa



Boy with shoota



Boy with big shoota

BEAST SNAGGA BOYZ

M	T	SV	W	LD	OC	
6"	5	5+	1	7+	2	BEAST SNAGGA BOY
6"	5	5+	2	7+	2	BEAST SNAGGA NOB



Big, brutal, and belligerent, *Beast Snagga Boyz* are a force to be reckoned with. From the fist-shells of their thump guns, to the inescapable hooks of their choppas, *Beast Snaggas* excel in softening up their prey, dragging them down, then ripping them bodily to bits.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Slugga [PISTOL]	12"	1	5+	4	0	1
Thump gun [BLAST]	18"	D3	5+	6	0	2

MELEE WEAPONS	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

WARGEAR OPTIONS

- For every 10 models in this unit, 1 *Beast Snagga Boyz*'s slugga and choppa can be replaced with 1 thump gun and 1 close combat weapon.

ABILITIES

CORE: **Feel No Pain 6+**

FACTION: **Waaagh!**

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.

UNIT COMPOSITION

- 1 *Beast Snagga Nob*
- 9-19 *Beast Snagga Boyz*

The *Beast Snagga Nob* is equipped with: slugga; power snappa.

Every *Beast Snagga Boyz* is equipped with: slugga; choppa.

KEYWORDS: INFANTRY, MOB, BATTLELINE, BEAST SNAGGA, BEAST SNAGGA BOYZ

FACTION KEYWORDS:
ORKS

GRETCHIN

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



What *Gretchin* – also called *grots* – lack in stature, courage, resilience, discipline, loyalty, aggression and personal hygiene, they allegedly make up for in numbers, especially when motivated by the brutal Ork wranglers known as *Runtherds*. They are at least reasonable shots with their underpowered firearms, and if all else fails, the Orks find that *grots* make excellent bullet-stops.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Grot blasta [PISTOL]	12"	1	4+	3	0	1
Slugga [PISTOL]	12"	1	5+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	2	0	1
Runtherd tools	Melee	3	3+	5	0	1

ABILITIES

FACTION: **Waaagh!**

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 Command 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.

UNIT COMPOSITION

- 1 *Runtherd* and 10 *Gretchin*
- OR
- 2 *Runtherds* and 20 *Gretchin*

Every *Runtherd* is equipped with: slugga; runtherd tools.

Every *Gretchin* is equipped with: grot blasta; close combat weapon.

KEYWORDS: INFANTRY, GROTS, GRETCHIN

FACTION KEYWORDS:
ORKS

NOBZ

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



Nobz swagger into battle wielding a jaw-dropping assortment of kombi-weapons, favourite sluggas, very large choppas, piston-driven claws and any other instrument of gratuitous violence they can get their claws on. Coupled with their exceptional resilience and sheer belligerence, this renders them terrifying combatants indeed.

RANGED WEAPONS		RANGE	A	BS	S	AP	D
Kombi-weapon	[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	5+	4	0	1
Slugga [PISTOL]		12"	1	5+	4	0	1

MELEE WEAPONS		RANGE	A	WS	S	AP	D
Big choppa		Melee	3	3+	7	-1	2
Close combat weapon		Melee	3	3+	5	0	1
Power claw		Melee	3	4+	9	-2	2

- ### WARGEAR OPTIONS
- Any number of models can each have their big choppa replaced with 1 power claw.
 - Any number of models can each have their slugga and big choppa replaced with 1 kombi-weapon and 1 close combat weapon.
 - For every 5 models in this unit, this unit can be equipped with 1 ammo runt.

ABILITIES

FACTION: Waaagh!

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.

WARGEAR 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.

UNIT COMPOSITION

- 1 Boss Nob
 - 4-9 Nobz
- Every model is equipped with: slugga; big choppa.

KEYWORDS: INFANTRY, GRENADES, NOBZ



FACTION KEYWORDS:
ORKS



Nob with slugga and power claw

Nob with slugga and power claw

Nob with slugga and big choppa

Ammo Runt

Nob with kombi-weapon

MEGANOBZ

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



Mega armour comprises massive slabs of metal bashed roughly into shape, and is powered by pistons and sheer brute strength. It is highly resilient and can mount an array of potent weaponry. It is also usually worn to battle by toof-rich Nobz who would be scary enough even were they not each wearing their own Ork-portable bunker.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kombi-weapon <small>[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</small>	24"	1	5+	4	0	1
Kustom shoota <small>[RAPID FIRE 2]</small>	18"	4	5+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Killsaw	Melee	2	4+	12	-3	2
Power klaw	Melee	3	4+	9	-2	2
Twin killsaws <small>[TWIN-LINKED]</small>	Melee	2	4+	12	-3	2

WARGEAR OPTIONS

- Any number of models can each have their kustom shoota and power klaw replaced with one of the following:
 - 1 kombi-weapon and 1 power klaw
 - 1 kombi-weapon and 1 killsaw
 - 1 kustom shoota and 1 killsaw
 - 1 killsaw and 1 power klaw
 - 1 twin killsaws

ABILITIES

FACTION: Waaagh!

Krumpin' Time: During the battle round in which you call a Waaagh!, models in this unit have the Feel No Pain 4+ ability.

UNIT COMPOSITION

2-6 Meganobz

Every model is equipped with: kustom shoota; power klaw.

KEYWORDS: INFANTRY, GRENADES, MEGA ARMOUR, MEGANOBZ



FACTION KEYWORDS: ORKS



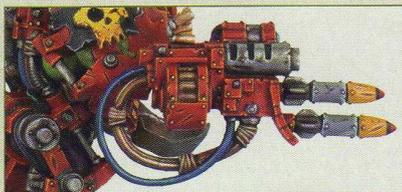
Meganob with kombi-weapon and power klaw



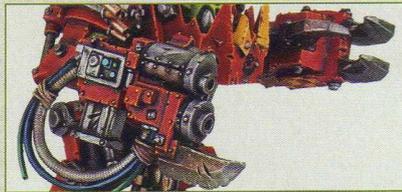
Meganob with kustom shoota and power klaw



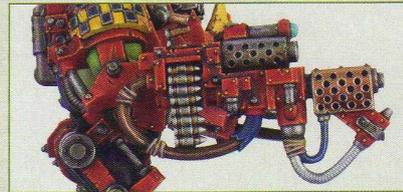
Meganob with kombi-weapon and power klaw



Kombi-weapon



Kustom shoota



Kombi-weapon

BURNA BOYZ

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



The burna is a cutting torch intended for slicing up battlefield wreckage. Serendipitously, it also works well when searing through an enemy's armour at close quarters, or, with a twist of its nozzle, can instead belch a tongue of roaring flame over the foe. Needless to say, the most pyromaniacally inclined Orks delight in doing both.

RANGED WEAPONS	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
Kustom mega-blasta [HAZARDOUS]	24"	3	5+	9	-2	D6
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3

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

WARGEAR OPTIONS

- Any number of Spanners can each have their big shoota replaced with one of the following:
 - 1 kustom mega-blasta
 - 1 rokkit launcha

ABILITIES

FACTION: **Waaagh!**

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.

UNIT COMPOSITION

- 1 Spanner and 4 Burna Boyz
OR
- 2 Spanners and 8 Burna Boyz

Every Spanner is equipped with: close combat weapon; big shoota.

Every Burna Boyz is equipped with: burna; cuttin' flames.

KEYWORDS: INFANTRY, BURNA BOYZ

FACTION KEYWORDS:
ORKS

STORMBOYZ

M	T	SV	W	LD	OC	
12"	5	5+	1	7+	1	STORMBOYZ
12"	5	5+	2	7+	1	BOSS NOB



Most Orks mock Stormboyz for their acts of juvenile rebellion, from taking orders and shining their boots to marching about, talking about 'taktiks' and even following a battle plan. Yet when that plan is strap on a high powered rokkit and hurtle into the enemy bellowing "Waaagh!", it does prove to have its merits.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Slugga [PISTOL]	12"	1	5+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Choppa	Melee	3	3+	4	-1	1
Power klaw	Melee	3	4+	9	-2	2

WARGEAR OPTIONS

- The Boss Nob's choppa can be replaced with 1 power klaw.

ABILITIES

CORE: **Deep Strike**

FACTION: **Waaagh!**

Full Throttle: This unit is eligible to declare a charge in a turn in which it Advanced or Fell Back.

UNIT COMPOSITION

- 1 Boss Nob
- 4-9 Stormboyz

Every model is equipped with: slugga; choppa.

KEYWORDS: INFANTRY, JUMP PACK, FLY, GRENADES, STORMBOYZ

FACTION KEYWORDS:
ORKS

TANKBUSTAS

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



TANKBUSTA

BOSS NOB

Tankbustas stalk enemy vehicles like game hunters. Rokkit launchas to blast targets from range; high explosive tankhammers swung by true short-term thinkers; short-fused bomb squigs strapped with explosives; all help the Tankbustas to bring down their targets before ripping oily trophies from the still-blazing wrecks.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Pair of rokkit pistols [PISTOL, TWIN-LINKED]	12"	1	5+	7	-1	D3
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1
Tankhammer [ANTI-VEHICLE 5+, DEVASTATING WOUNDS, HAZARDOUS]	Melee	2	3+	7	-1	D3

ABILITIES

FACTION: Waaagh!

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.

Bomb Squigs: Twice per battle, after this unit ends a Normal move, you can select one enemy unit within 12" of it and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

Designer's Note: Place two Bomb Squig tokens next to the unit, removing one each time this unit uses this ability.

UNIT COMPOSITION

- 1 Boss Nob
- 4 Tankbustas

The Boss Nob is equipped with: rokkit launcha; close combat weapon.

One Tankbusta is equipped with: pair of rokkit pistols; close combat weapon.

One other Tankbusta is equipped with: tankhammer.

Two other Tankbustas are equipped with: rokkit launcha; close combat weapon.

KEYWORDS: INFANTRY, TANKBUSTAS



FACTION KEYWORDS:
ORKS

FLASH GITZ

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



Flash Gitz are despised by other Orks for being self-important show-offs with too much snazz and dakka for their own good. The Gitz couldn't care less, of course, delighting in ostentatiously brandishing their over-the-top snazzguns before using them to utterly demolish the enemy in a hail of shells, blasts and rokkitts.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Snazzgun [HEAVY, SUSTAINED HITS 1]	24"	3	5+	6	-1	2

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

WARGEAR OPTIONS

- This unit can be equipped with 1 ammo runt.

ABILITIES

FACTION: Waaagh!

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.

WARGEAR 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.

UNIT COMPOSITION

- 1 Kaptin
- 4-9 Flash Gitz

Every model is equipped with: snazzgun; choppa.

KEYWORDS: INFANTRY, GRENADES, FLASH GITZ



FACTION KEYWORDS:
ORKS

LOOTAS

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



Lootas grub together every toof and fistful of scrap they can, then use the former to pay the Meks to turn the latter into very, very large guns. These they then turn on the enemy with gleeful abandon, unleashing such prodigious – if erratic – hails of fire that they can stop a battle tank in its tracks or scythe down squads of infantry.

RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

WARGEAR OPTIONS

- Any number of Spanners can each have their big shoota replaced with one of the following:
 - 1 kustom mega-blasta
 - 1 rokkit launcha

ABILITIES

FACTION: Waaagh!

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.

UNIT COMPOSITION

- 1 Spanner and 4 Lootas
- OR
- 2 Spanners and 8 Lootas

Every Spanner is equipped with: big shoota; close combat weapon.

Every Loota is equipped with: deffgun; close combat weapon.

KEYWORDS: INFANTRY, LOOTAS



FACTION KEYWORDS:
ORKS

KOMMANDOS

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

KOMMANDOS

BOSS NOB



No right-thinking Ork trusts Kommandos. They sneak up on the enemy rather than charging in headlong, and have an unhealthy fascination with very big knives and their application to people's backs, throats and guts. That said, having a band of Kommandos ambush the enemy mid-battle definitely has its uses.

RANGED WEAPONS	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 [PISTOL]	12"	1	5+	4	0	1

MELEE WEAPONS	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 claw	Melee	3	4+	9	-2	2

WARGEAR OPTIONS

- The Boss Nob's choppa can be replaced with one of the following:
 - 1 big choppa
 - 1 power claw
- Up to 2 Kommandos can each have their slugga and choppa replaced with 1 kustom shoota and 1 close combat weapon.
- 1 Kommando's slugga and choppa can be replaced with 1 breacha ram.
- 1 Kommando's slugga and choppa can be replaced with 1 burna and 1 close combat weapon.
- 1 Kommando's slugga and choppa can be replaced with 1 rokkit launcha and 1 close combat weapon.
- This unit can be equipped with 1 bomb squig.
- This unit can be equipped with 1 distraction grot.

ABILITIES

CORE: **Infiltrators, Stealth**

FACTION: **Waaagh!**

Sneaky Gitz: Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

WARGEAR ABILITIES

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.

Bomb Squig: Once per battle, after this unit ends a Normal move, select one enemy unit within 12" of this unit and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

Designer's Note: Place a Bomb Squig token next to the unit, removing it when this unit uses this ability.

UNIT COMPOSITION

- 1 Boss Nob
- 9 Kommandos

Every model is equipped with: slugga; choppa.

KEYWORDS: INFANTRY, GRENADES, SMOKE, KOMMANDOS

FACTION KEYWORDS:
ORKS



Kommandos with sluggas and choppas



Kommando with rokkit launcha



Kommando with burna



Boss Nob with slugga and power claw



Kommando with breacha ram



Kommando with kustom shoota



SQUIGHOG BOYZ

M	T	SV	W	LD	OC
10"	7	4+	3	7+	2
10"	7	4+	4	7+	2

SQUIGHOG BOYZ

NOB ON SMASHA SQUIG



With their mounts snorting and saddlegitz hanging on for dear life, Squighog Boyz thunder into the fight, flinging rakkitt-propelled stikkas with enough force to pierce plate armour. Led into the fray by Nobz atop thick-skulled smasha squigs, they employ muscle, weight, momentum and sheer belligerence to squash those foes still standing to a paste.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Saddlegitz weapons [ASSAULT]	9"	1	4+	3	0	1
Slugga [PISTOL]	12"	1	5+	4	0	1
Stikka [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, ASSAULT]	9"	1	5+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Big choppa [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	4	3+	6	-1	2
Stikka [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, LANCE]	Melee	3	3+	5	-1	2
Squig jaws [EXTRA ATTACKS]	Melee	3	4+	6	-1	2

WARGEAR OPTIONS

- For every 4 models in this unit, this unit can be equipped with 1 bomb squig.

ABILITIES

CORE: Feel No Pain 5+

FACTION: Waaagh!

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.

WARGEAR ABILITIES

Bomb Squig: Once per battle for each bomb squig this unit has, after this unit ends a Normal move, you can select one enemy unit within 12" of it and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

Designer's Note: Place the relevant number of Bomb Squig tokens next to the unit, removing one each time this unit uses this ability.

UNIT COMPOSITION

- 1 Nob on Smasha Squig and 3 Squighog Boyz
- OR
- 2 Nobz on Smasha Squigs and 6 Squighog Boyz

Every Nob on Smasha Squig is equipped with: slugga; big choppa; squig jaws.

Every Squighog Boyz is equipped with: saddlegitz weapons; stikka; squig jaws.

KEYWORDS: MOUNTED, BEAST SNAGGA, GRENADES, SQUIGHOG BOYZ



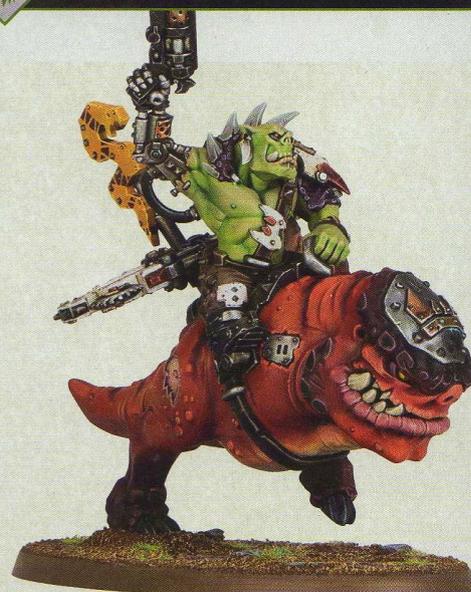
FACTION KEYWORDS:
ORKS



Squighog Boyz



Bomb Squig



Nob on Smasha Squig

WARBIKERS

M	T	SV	W	LD	OC
12"	6	4+	3	7+	2
12"	6	4+	4	7+	2
6+ INVULNERABLE SAVE					

WARBIKER

BOSS NOB ON WARBIKE



Ork Warbikers race into battle with dakkaguns hammering, ragged trails of dust and smoke boiling up behind them like an ill omen. They race one another at breakneck pace to reach the enemy first, execute death-defying stunts at suicidal speeds, then crash headlong into the foe's battle line like battering rams.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Slugga [PISTOL]	12"	1	5+	4	0	1
Twin dakkagun [ASSAULT, RAPID FIRE 2, TWIN-LINKED]	18"	3	5+	5	0	1

MELEE WEAPONS	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

WARGEAR OPTIONS

- Each Warbiker can be equipped with one of the following:
 - 1 slugga
 - 1 choppa
- The Boss Nob on Warbike can be equipped with one of the following:
 - 1 slugga
 - 1 big choppa
 - 1 power claw

ABILITIES

FACTION: Waaagh!

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.

UNIT COMPOSITION

- 1 Boss Nob on Warbike
- 2-5 Warbikers

Every model is equipped with: twin dakkagun; close combat weapon.

KEYWORDS: MOUNTED, GRENADES, SPEED FREEKS, WARBIKERS



FACTION KEYWORDS:
ORKS

TRUKK

M	T	SV	W	LD	OC
12"	8	4+	10	7+	2
<div style="border: 1px solid black; padding: 2px; display: inline-block;">6+</div> INVULNERABLE SAVE					



Trukks are ramshackle assemblages of hastily welded and riveted scrap metal bolted to overpowered engine blocks and rusty chassis. Rolling on fat, armoured tyres, they bear mobs of Orks into battle at high speed, shrugging off enemy fire by the simple expedient of shedding ablative panels and plates.

RANGED WEAPONS		RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]		36"	3	5+	5	0	1
MELEE WEAPONS		RANGE	A	WS	S	AP	D
Spiked wheels		Melee	3	4+	6	0	1
Wreckin' ball [EXTRA ATTACKS]		Melee	1	4+	10	0	D6

WARGEAR OPTIONS

- This model can be equipped with 1 wreckin' ball.

ABILITIES

CORE: Deadly Demise D3, Firing Deck 12

FACTION: Waaagh!

Grot Riggers: At the start of your Command phase, this model regains 1 lost wound.

UNIT COMPOSITION

- 1 Trukk

This model is equipped with: big shoota; spiked wheels.

TRANSPORT

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.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, TRUKK



FACTION KEYWORDS:
ORKS

'I am telling you, the things that attacked us were *our tanks*. I know it sounds absurd, General. It is a tenet of the *Tactica Imperialis* that the Orkish hordes contrive their armoured assets out of worthless scrap. Noisy, filthy, unnerving to the ranks and grossly over-armed, I grant you, but scrap nonetheless, and vulnerable to a faithful soldier's single shot, I'd wager.

But those things... those ordnance carriers and assault tanks, those transports – under all the abhorrent detritus the Orks seem to have piled on them, beyond replacement weapons systems and repulsive daubings, I still recognised the tragic silhouettes of the Pilastrum armoured company we lost last month!

- Major Bekh Kale, former attaché to Pilastrum Command





BATTLEWAGON

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

No two Battlewagons are the same, for the Meks that build them can never resist cobbling an armour plates, ramming spikes, assorted dakka and random worky-gubbinz. However, all are rugged transport tanks with the capacity to bear a large number of angry Orks into battle while shrugging off the worst the enemy can throw at them.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1
Kannon – frag [BLAST]	36"	D6+3	5+	6	0	1
Kannon – shell	36"	1	5+	10	-2	D6
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

MELEE WEAPONS	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

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 kannon
 - 1 killkannon
 - 1 zzap gun
- This model can be equipped with:
 - 1 lobba
- This model can be equipped with up to 4 big shootas.
- This model's tracks and wheels can be replaced with 1 deff rolla.
- This model can be equipped with any of the following:
 - 1 'ard case
 - 1 grabbin' klaw
 - 1 wreckin' ball

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, TRANSPORT, BATTLEWAGON

ABILITIES

CORE: Deadly Demise D6, Firing Deck 11

FACTION: Waaagh!

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

WARGEAR ABILITIES

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

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.

UNIT COMPOSITION

- 1 Battlewagon

This model is equipped with: tracks and wheels.

TRANSPORT

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 **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models. If this model is not equipped with an 'ard case, kannon, killkannon or zzap gun, it can transport 1 **GHAZGHKULL THRAKA**. The Ghazghkull Thraka model takes up the space of 18 models.

FACTION KEYWORDS:
ORKS



DEFF DREAD

M 8" T 9 SV 2+ W 8 LD 7+ OC 3

6+ INVULNERABLE SAVE

Being wired into a Deff Dread affords strength, resilience and a terrifying array of vicious weaponry. Of course, the reality of being stuck in a metal box for life and drinking your meals through a straw soon gets old, but the pilots' resulting unhinged ferocity only serves to make Deff Dreads all the more dangerous in battle.

RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Dread klaw [DEAD CHOPPY]	Melee	4	3+	12	-2	3
Dead Choppy: The Attacks characteristic of this weapon is increased by 1 for each additional Dread klaw the bearer is equipped with.						
Stompy feet	Melee	4	3+	5	0	1

WARGEAR OPTIONS

- This model's big shootas can each be replaced with one of the following:
 - 1 Dread klaw
 - 1 kustom-mega blasta
 - 1 rokkit launcha
 - 1 skorcha
- This model's dread klaws can each be replaced with one of the following:
 - 1 big shoota
 - 1 kustom-mega blasta
 - 1 rokkit launcha
 - 1 skorcha

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Waaagh!**

Piston-driven Brutality: At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

UNIT COMPOSITION

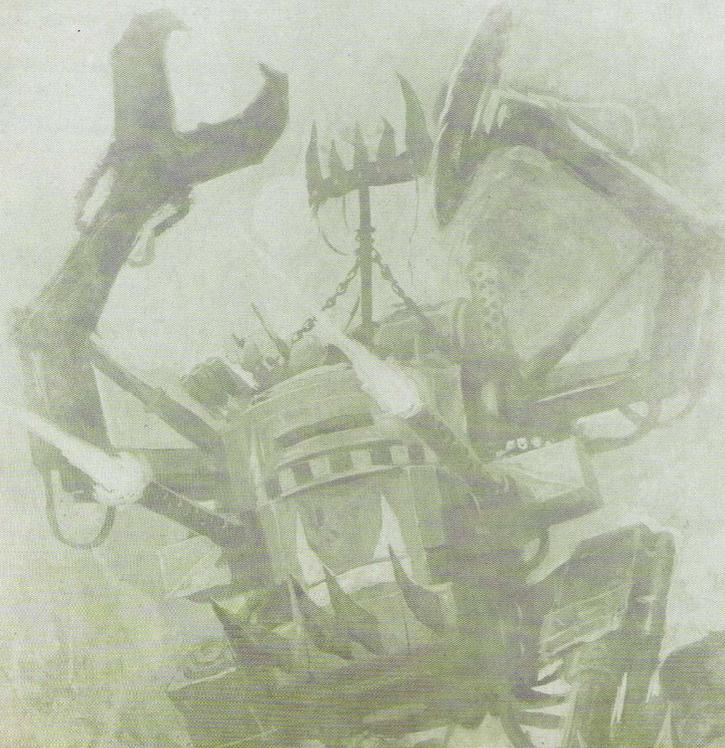
■ **1 Deff Dread**

This model is equipped with: 2 big shootas; 2 Dread klaws; stompy feet.

KEYWORDS: VEHICLE, WALKER, DEFF DREAD



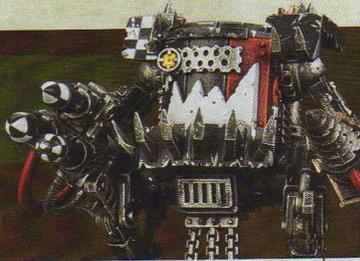
FACTION KEYWORDS:
ORKS



KILLA KANS

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

6+ INVULNERABLE SAVE



Surgically wiring grots into combat walkers is risky: the runty loons tend to go on a bit of a power trip, hazardous to every Ork that ever treated them badly. On the other hand, their ability to shoot straight renders their hails of rokkitts, bullets and grotzooka-launched scrap-shrapnel even more hazardous to the foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kan shoota [DEVASTATING WOUNDS, RAPID FIRE 2]	36"	3	4+	5	0	1
Grotzooka [BLAST, IGNORES COVER]	18"	D3+3	4+	6	-1	1
Rokkit launcha [BLAST]	24"	D3	4+	9	-2	3
Skorcha [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Kan claw	Melee	3	4+	8	-2	3

WARGEAR OPTIONS

- Each Killa Kan's Kan shoota can be replaced with one of the following:
 - 1 grotzooka
 - 1 rokkit launcha
 - 1 skorcha

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Waaagh!**

Shooty Power Trip: Each time this unit is selected to shoot, you can roll one D6:

- On a 1-2, this unit suffers D6 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.

UNIT COMPOSITION

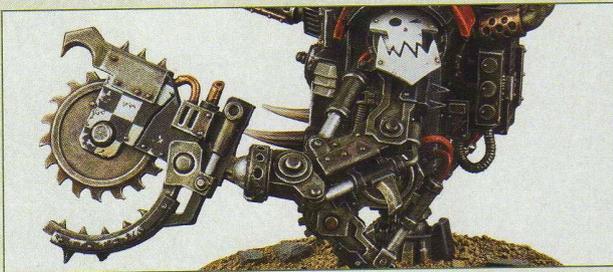
3-6 Killa Kans

Every model is equipped with: Kan shoota; Kan claw.

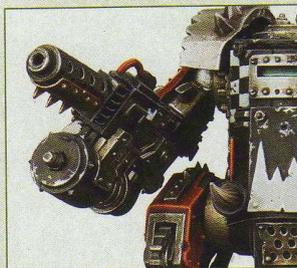
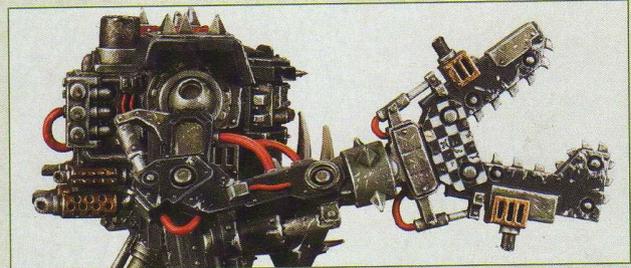
KEYWORDS: VEHICLE, WALKER, GROTS, KILLA KANS



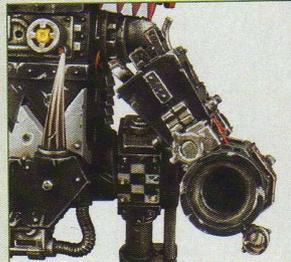
FACTION KEYWORDS:
ORKS



Kan claws



Kan shoota



Grotzooka



Rokkit launcha

DEFFKOPTAS

M T SV W LD OC

12" 6 4+ 4 7+ 2

6+ INVULNERABLE SAVE



Most Orks take a dim view of muckin' about in the sky, and would much rather go to war with their feet firmly on the ground. Deffkopta pilots are a lunatic exception, hurtling ahead to spy out enemy forces for their warband to bring to battle, and to give those same enemies a good strafing run or three in the meantime.

RANGED WEAPONS	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 [PISTOL]	12"	1	5+	4	0	1

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

WARGEAR OPTIONS

- For every 3 models in this unit, 1 Deffkopta can have its kopta rokkits replaced with 1 kustom mega-blasta.

ABILITIES

CORE: Deep Strike

FACTION: Waaagh!

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.

UNIT COMPOSITION

- 3-6 Deffkoptas

Every model is equipped with: kopta rokkits; slugga; spinnin' blades.

KEYWORDS: VEHICLE, FLY, GRENADES, SPEED FREES, DEFFKOPTAS



FACTION KEYWORDS: ORKS



Deffkopta with kopta rokkits



Deffkopta with kustom mega-blasta



Deffkopta with kopta rokkits

MEK GUNZ

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

6+ INVULNERABLE SAVE



From guns that spew unstable force-bubbles to overcharged energy cannons, gravity beamers that crumple their targets like a squig-oil canister in a Nob's fist to tractor-beams that toss foes about and drag planes from the air, the only unifying factor about the madcap Mek Gunz is what a mess they make of the foe.

RANGED WEAPONS		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
Bubblechukka: Before selecting targets for this weapon, roll one D6 to determine which of its profiles to make attacks with, comparing the result with the numbers shown on the left.							
	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		RANGE	A	WS	S	AP	D
	Grot crew	Melee	6	5+	2	0	1

WARGEAR OPTIONS

- Each model's smasha gun can be replaced with one of the following:
 - 1 bubblechukka
 - 1 kustom mega-kannon
 - 1 traktor kannon

ABILITIES

FACTION: **Waaagh!**

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.

UNIT COMPOSITION

1-3 Mek Gunz

Every model is equipped with: smasha gun; grot crew.

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

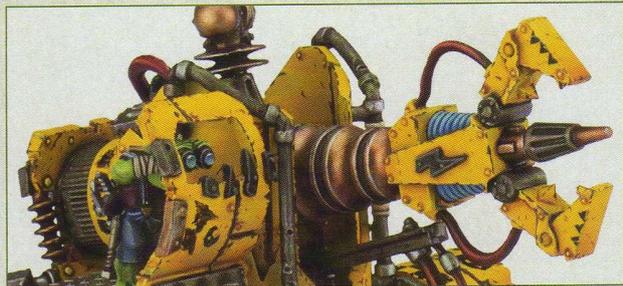
KEYWORDS: VEHICLE, GROTS, MEK GUNZ



FACTION KEYWORDS:
ORKS



Kustom mega-kannon



Smasha gun



Traktor kannon



Bubblechukka

RUKKATRUKK SQUIBUGGY

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

6+

INVULNERABLE SAVE

These vehicles started out as mobile food wagons, but became weapons of war the moment Orks realised how hilarious it was to pelt the enemy (or their mates) with squigs that latched on like living man-traps, squigs that vomited corrosive or toxic juices, and squigs with a propensity for detonating like an artillery shell.

RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Saw blades	Melee	4	4+	7	-1	2

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Waaagh!**

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.

UNIT COMPOSITION

- 1 Rukkatrukk Squibuggy

This model is equipped with: sawn-off shotgun; squig-launchas; saw blades.

KEYWORDS: VEHICLE, SPEED FREEKS, RUKKATRUKK SQUIBUGGY



FACTION KEYWORDS:
ORKS



Sawn-off shotgun



Squig-launchas



Rukkatrukk Squibuggy

SHOKKJUMP DRAGSTA

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

6+

INVULNERABLE SAVE



Combining shokk attack technology, great speed and a cheerful disregard for life and limb, the Shokkjump Dragsta provides the Orks with a vehicle that can teleport itself through – occasionally into – feet-thick fortress walls while its kustom shokk rifle bores warp tunnels right through its luckless victims.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kustom shokk rifle [DEVASTATING WOUNDS, HAZARDOUS, PRECISION]	24"	1	3+	8	-2	D6+1
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Saw blades	Melee	4	4+	7	-1	2

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Waaagh!**

Shokk Tunnel: Each time this model is selected to Advance, you can remove it from the battlefield and set it up again anywhere on the battlefield that is more than 9" horizontally away from all enemy models instead of making an Advance move (this model is still considered to have Advanced this turn).

UNIT COMPOSITION

■ 1 Shokkjump Dragsta

This model is equipped with: kustom shokk rifle; rokkit launcha; saw blades.

KEYWORDS: VEHICLE, SPEED FREEKS, SHOKKJUMP DRAGSTA

FACTION KEYWORDS:
ORKS

KUSTOM BOOSTA-BLASTA

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

6+

INVULNERABLE SAVE



Meks who build Kustom Boosta-blastas have the alarming habit of wiring themselves into the vehicles' rivet kannons as though into very fast and shooty Deff Dreads. They then speed to war, aiming hails of arm-length metal rivets at the enemy while scorching them with the Boosta-blasta's flame-jetting exhausts.

RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Spiked ram	Melee	4	4+	7	-1	2

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Waaagh!**

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.

UNIT COMPOSITION

■ 1 Kustom Boosta-blasta

This model is equipped with: burna exhausts; grot blasta; rivet kannon; spiked ram.

KEYWORDS: VEHICLE, GRENADES, SPEED FREEKS, KUSTOM BOOSTA-BLASTA

FACTION KEYWORDS:
ORKS

MEGATRAKK SCRAPJET

M	T	SV	W	LD	DC
12"	7	4+	9	7+	3
6+ INVULNERABLE SAVE					



Just because an Ork aircraft has lost a wing or two, doesn't mean some enterprising Speed Freek can't find a tremendously violent use for it. Megatrakk Scrapjets tear across the battlefield shooting hails of rokkitts before ploughing nose-drill-first through the enemy lines, drivers bellowing with glee the whole time.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Rokkit kannon [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	RANGE	A	WS	S	AP	D
Nose drill	Melee	4	4+	8	-1	2

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Waaagh!**

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.

UNIT COMPOSITION

▪ 1 Megatrakk Scrapjet

This model is equipped with: rokkit kannon; 2 twin big shootas; wing missiles; nose drill.

KEYWORDS: VEHICLE, SPEED FREEKS, MEGATRAKK SCRAPJET

FACTION KEYWORDS:
ORKS

BOOMDAKKA SNAZZWAGON

M	T	SV	W	LD	DC
12"	7	4+	9	7+	3
6+ INVULNERABLE SAVE					



The Boomdakka Snazzwagon is a high-speed riot on wheels. Bristling with dakka and swarming with anarchic and excitable crew, the vehicle roars through the enemy lines in a storm of roiling smoke, whistling bullets, incendiary burna bottles and shockingly foul language before skidding around for another pass.

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

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Waaagh!**

Billowing Fumes (Aura): While an enemy unit (excluding **MONSTERS** and **VEHICLES**) is within 6" of this model, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

▪ 1 Boomdakka Snazzwagon

This model is equipped with: big shoota; grot blasta; Mek speshul; spiked wheels.

KEYWORDS: VEHICLE, GRENADES, SPEED FREEKS, BOOMDAKKA SNAZZWAGON

FACTION KEYWORDS:
ORKS

WAZBOM BLASTAJET

M	T	SV	W	LD	OC
20+"	9	3+	12	7+	0
6+ INVULNERABLE SAVE					

Some Meks take to the skies in their own kustom aircraft. The result is the Wazbom Blastajet, an airborne workshop that is wreathed in a protective force field, and bristling with weird weapons that pluck their targets from the ground, blast them to atoms or rip them apart with conflicting tellyporta beams.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Smasha gun [BLAST]	48"	D3	4+	9	-3	4
Twin wazbom mega-kannon [BLAST, HAZARDOUS, TWIN-LINKED]	36"	D3	4+	12	-2	D6
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

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

WARGEAR OPTIONS

- This model's twin wazbom mega-kannon can be replaced with 1 twin tellyport mega-blasta.
- This model can be equipped with 1 blastajet force field.
- This model can be equipped with 1 twin supa-shoota.

ABILITIES

CORE: Deadly Demise D3

FACTION: Waaagh!

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.

WARGEAR ABILITIES

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.

UNIT COMPOSITION

- 1 Wazbom Blastajet

This model is equipped with: smasha gun; twin wazbom mega-kannon; armoured hull.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, GRENADES, SPEED FREEKS, WAZBOM BLASTAJET



FACTION KEYWORDS:
ORKS



BURNA-BOMMER

M	T	SV	W	LD	OC
20+"	9	3+	12	7+	0
<div style="text-align: center;">  6+ INVULNERABLE SAVE </div>					



Meant for burning enemy infantry out of fortifications and dense cover, Burna-bombers fly so low that they frequently scorch their undercarriage with their own ordnance. The Burna Boy pilots consider this a small price to pay in order to watch their victims do da burny dance as their skorcha missile racks and burna bombs rain down.

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

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

WARGEAR OPTIONS

- This model can be equipped with 1 skorcha missile rack.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Waaagh!**

Burna Bomb: Each time this model ends a Normal move, you can select one enemy unit it moved over during that move. Until the end of the turn, models in that unit cannot have the Benefit of Cover. In addition, roll one D6 for each model in that unit: for each 6, that 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.

UNIT COMPOSITION

- 1 Burna-bomber

This model is equipped with: twin big shoota; twin supra-shoota; armoured hull.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, SPEED FRECKS, BURNA-BOMMER

FACTION KEYWORDS: ORKS

DAKKAJET

M	T	SV	W	LD	OC
20+"	9	3+	12	7+	0
<div style="text-align: center;">  6+ INVULNERABLE SAVE </div>					



Rocketing through the skies on billowing trails of flame and smoke, Dakkajets come in low and hard over the battlefield. These single-seater Ork attack craft are ludicrously over-gunned for their size, all but shaking themselves apart as their pilots unleash storms of dakka on luckless ground targets or enemy aircraft with equal glee.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin supra-shoota [RAPID FIRE 2, SUSTAINED HITS 1, TWIN-LINKED]	36"	4	5+	6	-1	1

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

WARGEAR OPTIONS

- This model can be equipped with 1 additional twin supra-shoota.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Waaagh!**

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.

UNIT COMPOSITION

- 1 Dakkajet

This model is equipped with: 2 twin supra-shootas; armoured hull.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, SPEED FRECKS, DAKKAJET

FACTION KEYWORDS: ORKS

BLITZA-BOMMER

M	T	SV	W	LD	OC
20+"	9	3+	12	7+	0
6+ INVULNERABLE SAVE					



While not as shooty as a Dakkajet, each Blitzza-bommer lugs enormous boom bombs into battle under its wings. Dive-bombing the enemy with reckless abandon, the Blitzza-bommer pilots detach their oversized payloads before – hopefully – pulling up and screaming skywards again while vast fireballs billow in their wake.

RANGED WEAPONS		RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]		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		RANGE	A	WS	S	AP	D
Armoured hull		Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3

FACTION: Waaagh!

Boom Bomb: Each time this model ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6: 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.

UNIT COMPOSITION

- 1 Blitzza-bommer

This model is equipped with: big shoota; twin supa-shoota; armoured hull.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, SPEED FRECKS, BLITZA-BOMMER



FACTION KEYWORDS:
ORKS



MORKANAUT

M T SV W LD OC

8" 12 3+ 20 7+ 8

5+ INVULNERABLE SAVE

Usually piloted by the exiled Badmek who built it, a Morkanaut is a hulking combat walker with a dash of Mork-esque know-wotz applied. Packed with glowy gubbinz and wreathed in a kustom force field, Morkanauts unleash their arsenals of bizarre and deadly weapons in what their pilots think of as displays of pure kunnin' worthy of Mork.

RANGED WEAPONS	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	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

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, TITANIC, TOWERING, TRANSPORT, WALKER, MORKANAUT

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Waaagh!**

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

Big an' Shooty: Each time this model makes a ranged attack, if you have called a Waaagh! this battle round, add 1 to the Hit roll.

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.

UNIT COMPOSITION

■ 1 Morkanaut

This model is equipped with: kustom mega-blasta; kustom mega-zappa; 2 rokkit launchas; 2 twin big shootas; klaw of Mork.

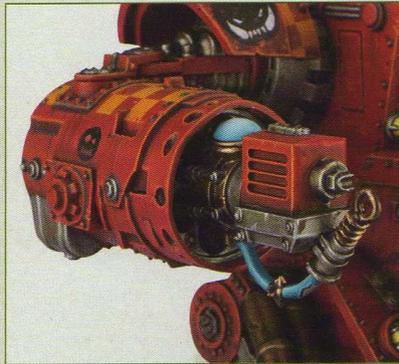
TRANSPORT

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.

FACTION KEYWORDS:
ORKS



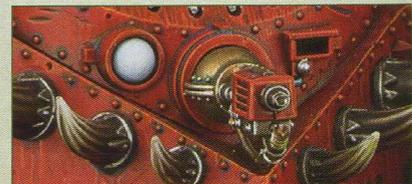
Rokkit launchas



Kustom mega-zappa



Twin big shootas



Kustom mega-blasta

GORKANAUT

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

6+ INVULNERABLE SAVE

Outcast Nobz pilot these lumbering war engines, following the echoing call of the Waaagh! out across the stars. They are welcomed by Ork warbands wherever they go, for the punishing hails of firepower they can unleash are devastating, and few foes can long survive the grasp of their enormous, piston-powered claws.

RANGED WEAPONS	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	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

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Waaagh!**

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

Big an' Stompy: Each time this model makes a melee attack, if you have called a Waaagh! this battle round, add 1 to the Hit roll.

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.

UNIT COMPOSITION

■ 1 Gorkanaut

This model is equipped with: deffstorm mega-shoota; 2 rokkit launchas; skorcha; 2 twin big shootas; klaw of Gork.

TRANSPORT

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.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, TITANIC, TOWERING, WALKER, TRANSPORT, GORKANAUT

FACTION KEYWORDS: ORKS



Klaw of Gork and twin big shootas



Rokkit launchas



Skorcha



Deffstorm mega-shoota

KILL RIG

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

The Kill Rig's stikka kannon fires rakkitt-harpoons big enough to wrangle battle tanks. Its 'eavy lobba hits with ground-quaking force, and the tramplasma that tows this land barge can flatten a fortress gate. Yet it is the Wurrboy atop his wurtower that both the enemy and the Beast Snaggas themselves fear the most.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
'Eavy lobba [BLAST, INDIRECT FIRE]	48"	D6	5+	6	0	2
Stikka kannon [ANTI-MONSTER 2+, ANTI-VEHICLE 2+, SNAGGED]	12"	1	5+	12	-2	3
Snagged: Each time this weapon scores a hit against a MONSTER or VEHICLE unit, until the end of the turn, if the bearer selects that unit as a target of a charge, add 2 to Charge rolls made for the bearer and enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer.						
Wurttower [HAZARDOUS, PSYCHIC, TORRENT]	24"	D3	N/A	12	-3	D6

MELEE WEAPONS	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	-1	2

ABILITIES

CORE: **Deadly Demise D6, Feel No Pain 6+**

FACTION: **Waaagh!**

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.

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.

UNIT COMPOSITION

- 1 Kill Rig

This model is equipped with: 'eavy lobba; stikka kannon; wurttower; butcha boyz; savage horns and hooves; saw blades.

TRANSPORT

This model has a transport capacity of 11 BEAST SNAGGA INFANTRY models.

KEYWORDS: VEHICLE, TRANSPORT, PSYKER, BEAST SNAGGA, KILL RIG



FACTION KEYWORDS:
ORKS



Wurttower



'Eavy lobba



Butcha boyz

HUNTA RIG

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

Welded, lashed and nailed together from enemy wrecks and scavenged scrap, the Hunta Rig forgoes a Wurrboy wurrtower – much to its crew's relief. Instead it boasts an open metal deck and copious grab-handles, the better for chanting and bellowing mobs of Beast Snagga Boyz to ride along on the hunt.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
'Eavy lobba [BLAST, INDIRECT FIRE]	48"	D6	5+	6	0	2
Stikka kannon [ANTI-MONSTER 2+, ANTI-VEHICLE 2+, SHAGGED]	12"	1	5+	12	-2	3

Snagged: Each time this weapon scores a hit against a MONSTER or VEHICLE unit, until the end of the turn, if the bearer selects that unit as a target of a charge, add 2 to Charge rolls made for the bearer and enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer.

MELEE WEAPONS	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	-1	2

ABILITIES

CORE: Deadly Demise D6, Feel No Pain 6+, Firing Deck 11

FACTION: Waaagh!

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).

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.

UNIT COMPOSITION

- 1 Hunta Rig

This model is equipped with: 'eavy lobba; stikka kannon; butcha boyz; savage horns and hooves; saw blades.

TRANSPORT

This model has a transport capacity of 21 BEAST SNAGGA INFANTRY models.

KEYWORDS: VEHICLE, TRANSPORT, BEAST SNAGGA, HUNTA RIG

FACTION KEYWORDS:
ORKS



Stikka kannon



Butcha boyz and saw blades

STOMPA

M T SV W LD OC

10" 14 2+ 30 6+ 12

6+ INVULNERABLE SAVE

Something akin to a bad-tempered, armour-plated mountain covered in guns, the Stompa is a walking idol to Gork and Mork. It packs enough firepower to level an enemy fortress or annihilate entire formations of troops with a single volley, while anything unlucky enough to get within reach is soon crushed flat.

RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Mega-choppa – strike	Melee	6	3+	24	-5	10
Mega-choppa – sweep	Melee	18	3+	10	-2	3

ABILITIES

CORE: **Deadly Demise 2D6**

FACTION: **Waaagh!**

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.

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.

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.

UNIT COMPOSITION

▪ 1 Stompa

This model is equipped with: 3 big shootas; deffkannon; skorcha; supa-gatler; supa-rokkits; twin big shoota; mega-choppa.

TRANSPORT

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.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

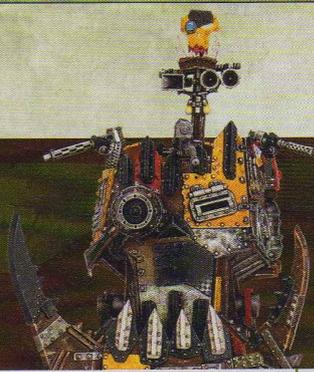
KEYWORDS: VEHICLE, TRANSPORT, TITANIC, TOWERING, WALKER, STOMPA



FACTION KEYWORDS:
ORKS

BIG'ED BOSSBUNKA

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



Having a Gargant's severed head serve as a boss' hut is not only a status symbol, but also provides a base of operations equipped with a remarkable array of Orky features – from the potent Gaze of Gork built into one eye to the kommand's shoutin' pole that carries the boss' bellowed commands far and wide.

RANGED WEAPONS	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

WARGEAR OPTIONS

- This model can be equipped with up to 3 additional big shootas.

ABILITIES

CORE: Deadly Demise D3, Firing Deck 11

FACTION: Waaagh!

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.

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.

UNIT COMPOSITION

- 1 Big'ed Bossbunka

This model is equipped with: big shoota; Gaze of Gork.

TRANSPORT

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

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: FORTIFICATION, VEHICLE, TRANSPORT, BIG'ED BOSSBUNKA



FACTION KEYWORDS:
ORKS

POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

Battlewagon	
1 model.....	175 pts

Beast Snagga Boyz	
10 models.....	105 pts
20 models.....	210 pts

Beastboss	
1 model.....	80 pts

Beastboss on Squigosaur	
1 model.....	130 pts

Big Mek	
1 model.....	80 pts

Big Mek in Mega Armour	
1 model.....	100 pts

Big Mek with Shokk Attack Gun	
1 model.....	75 pts

Big'ed Bossbunka	
1 model.....	135 pts

Blitza-bommer	
1 model.....	115 pts

Boomdakka Snazzwagon	
1 model.....	90 pts

Boss Snikrot	
1 model.....	105 pts

Boyz	
10 models.....	90 pts
20 models.....	180 pts

Burna Boyz	
5 models.....	70 pts
10 models.....	140 pts

Burna-bommer	
1 model.....	125 pts

Dakkajet	
1 model.....	135 pts

Deff Dread	
1 model.....	155 pts

Deffkilla Wartrike	
1 model.....	90 pts

Deffkoptas	
3 models.....	115 pts
6 models.....	230 pts

Flash Gitz	
5 models.....	95 pts
10 models.....	190 pts

Ghazghkull Thraka	
2 models.....	235 pts

Gorkanaut	
1 model.....	295 pts

Gretchin	
11 models.....	45 pts
22 models.....	90 pts

Hunta Rig	
1 model.....	175 pts

Kill Rig	
1 model.....	220 pts

Killa Kans	
3 models.....	145 pts
6 models.....	290 pts

Kommandos	
10 models.....	135 pts

Kustom Boosta-blasta	
1 model.....	85 pts

Lootas	
5 models.....	80 pts
10 models.....	160 pts

Meganobz	
2 models.....	60 pts
3 models.....	90 pts
5 models.....	150 pts
6 models.....	180 pts

Megatrakk Scrapjet	
1 model.....	90 pts

Mek	
1 model.....	45 pts

Mek Gunz	
1 model.....	40 pts
2 models.....	80 pts
3 models.....	120 pts

Morkanaut	
1 model.....	305 pts

Mozrog Skragbad	
1 model.....	165 pts

Nobz	
5 model.....	105 pts
10 model.....	210 pts

Painboss	
1 model.....	70 pts

Painboy	
1 model.....	80 pts

Rukkatrukk Squigbuggy	
1 model.....	110 pts

Shokkjump Dragsta	
1 model.....	85 pts

Squighog Boyz	
4 models.....	150 pts
8 models.....	300 pts

Stompa	
1 model.....	800 pts

Stormboyz	
5 models.....	65 pts
10 models.....	130 pts

Tankbustas	
5 models.....	135 pts

Trukk	
1 model.....	50 pts

Warbikers	
3 models.....	75 pts
6 models.....	150 pts

Warboss	
1 model.....	70 pts

Warboss in Mega Armour	
1 model.....	95 pts

Wazbom Blastajet	
1 model.....	175 pts

Weirdboy	
1 model.....	55 pts

Wurrboy	
1 model.....	60 pts

Zodgrod Wortsnagga	
1 model.....	80 pts

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values so that you can enjoy the most balanced and exciting games of Warhammer 40,000. To see the latest points values for your army, scan this QR code or check the Warhammer 40,000 app.



DETACHMENT ENHANCEMENTS

Bully Boyz

Big Gob	20 pts
Da Biggest Boss.....	15 pts
'Eadstompa	10 pts
Tellyporta.....	25 pts

Da Big Hunt

Glory Hog.....	30 pts
Proper Killly.....	15 pts
Skrag Every Stash!.....	25 pts
Surly as a Squiggoth	20 pts

Dread Mob

Gitfinder Googlez.....	10 pts
Press It Fasta!.....	35 pts
Smoky Gubbinz	15 pts
Supa-glowy Fing.....	20 pts

Green Tide

Bloodthirsty Belligerence	15 pts
Brutal But Kunnin'	25 pts
Ferocious Show Off	10 pts
Raucous Warcaller	20 pts

Kult of Speed

Fasta Than Yooz	35 pts
Speed Makes Right.....	25 pts
Squig-hide Tyres.....	15 pts
Wazblasta.....	10 pts

War Horde

Follow Me Ladz.....	15 pts
Headwoppa's Killchoppa.....	10 pts
Kunnin' but Brutal	20 pts
Supa-cybork Body	25 pts

