

# ORKS

## ARMY RULE

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 greenskin mouths, even the most stalwart warriors fear the onslaught to come.

### WAAAGH!

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:

- ORKS units from your army 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 ORKS models from your army.
- ORKS models from your army have a 5+ invulnerable save.



# ORKS – WAAAGH! TRIBE DETACHMENT RULE

If your Army Faction is **ORKS**, you can use this Waaagh! Tribe Detachment rule.

## GET STUCK IN

*Once an Ork gets stuck into hand-to-hand combat, they quickly overwhelm their enemies through sheer ferocity.*

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



# ORKS – WAAAGH! TRIBE

## STRATAGEMS

If you are using the Waaagh! Tribe Detachment rule, you can use these Waaagh! Tribe Stratagems.

### CAREEN!

#### WAAAGH! TRIBE – EPIC DEED STRATAGEM

*If their vehicle is on its last legs, any Ork worth their steering wheel will aim its blazing remains into the nearest cluster of enemies. The ensuing explosions never fail to raise a rousing cheer from nearby Ork onlookers.*

1CP

**WHEN:** Any phase, just after an **ORKS VEHICLE** unit from your army with the Deadly Demise ability is destroyed.

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

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

### ORKS IS NEVER BEATEN

#### WAAAGH! TRIBE – EPIC DEED STRATAGEM

*So resilient is Ork physiology – and so slow are Orks on the uptake – that even killing wounds can take a while to register.*

2CP

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

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

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

### UNBRIDLED CARNAGE

#### WAAAGH! TRIBE – BATTLE TACTIC STRATAGEM

*When Orks get stuck into the foe, the carnage is wonderful to behold, at least for other Orks.*

1CP

**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 an **ORKS** model in your unit makes a melee attack, an unmodified hit roll of 5+ scores a Critical Hit.

# ORKS – WAAAGH! TRIBE

## STRATAGEMS

If you are using the Waaagh! Tribe Detachment rule, you can use these Waaagh! Tribe Stratagems.



### 'ARD AS NAILS

WAAAGH! TRIBE – BATTLE TACTIC STRATAGEM

*Even the lowliest Ork Boy can take a tremendous amount of punishment before being slain.*

**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 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.

**RESTRICTIONS:** You cannot select a **VEHICLE** or **GRETCHIN** unit for this Stratagem.



### MOB RULE

WAAAGH! TRIBE – 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:** Your Command phase.

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

**EFFECT:** Until the start of your next Command phase, while a friendly **ORKS INFANTRY** unit is within 6" of that **MOB** unit, that **ORKS INFANTRY** unit can still be selected as the target of your Stratagems even if it is Battle-shocked.



### 'ERE WE GO

WAAAGH! TRIBE – BATTLE TACTIC STRATAGEM

*Even lumbering Orks can put on a surprising turn of speed when the promise of a good face-to-face fight is in the offing. Once a horde of Orks get a sight of the foe, nothing can stop them.*

**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.



# ORKS – WAAAGH! TRIBE ENHANCEMENTS

If you are using the Waaagh! Tribe Detachment rule, you can use these Waaagh! Tribe 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 that do not have the [EXTRA ATTACKS] ability have the [DEVASTATING WOUNDS] ability.

## KUNNIN' BUT BRUTAL

*Feigning weakness, this greenskin allows his foes to close in before 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-CYBORG 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-Cyborg 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.





# BATTLEWAGON

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1
Kannon – frag [BLAST]	36"	D6	5+	5	0	1
Kannon – shell	36"	1	5+	9	-2	D6
Killkannon [BLAST]	24"	D6+3	5+	9	-2	2
Lobba [BLAST, INDIRECT FIRE]	48"	D6	5+	5	0	1
Zzap gun [DEVASTATING WOUNDS]	36"	1	5+	2D6	-3	3

## 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

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 22

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.

## INVULNERABLE SAVE

6+



FACTION KEYWORDS:  
ORKS

# BATTLEWAGON

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



## 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

## 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**. **GHAZGHKULL THRAKA** takes up the space of 18 models.

KEYWORDS: VEHICLE, TRANSPORT, BATTLEWAGON



FACTION KEYWORDS:  
**ORKS**

# BEAST SNAGGA BOYZ

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

BEAST SNAGGA BOY

BEAST SNAGGA NOB



## 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

## 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.

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



FACTION KEYWORDS:  
ORKS

# BEAST SNAGGA BOYZ

*Big, brutal, and belligerent, Beast Snagga Boyz are a force to be reckoned with. From the cannonball-like 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.*



## WARGEAR OPTIONS

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

## UNIT COMPOSITION

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

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

Every Beast Snagga Boy is equipped with: slugga; choppa.

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



FACTION KEYWORDS:  
ORKS

# BEASTBOSS

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



## RANGED WEAPONS

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

## MELEE WEAPONS

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

## 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.

**Beastly 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.

INVULNERABLE SAVE

5+

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



FACTION KEYWORDS:  
ORKS

# BEASTBOSS

*It takes a ferocious and foul-tempered Ork to lead a stampede of Beast Snaggas. Beastbosses possess these qualities in abundance. Boasting cybork 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.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Beastboss

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

## LEADER

This model can be attached to the following unit:

- BEAST SNAGGA BOYZ

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



FACTION KEYWORDS:  
**ORKS**

# BEASTBOSS ON SQUIGOSAUR

M	T	SV	W	LD	OC
10"	10	3+	9	6+	3



## 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

## ABILITIES

CORE: Deadly Demise 1, Feel No Pain 4+

FACTION: Waaagh!

'Ere We Go (Aura): While a friendly BEAST SNAGGA unit is within 6" of this model, you can re-roll Charge rolls made for that unit.

Single-minded Predator: You can target this model with the Heroic Intervention Stratagem for 1CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

## INVULNERABLE SAVE

5+

KEYWORDS: MONSTER, CHARACTER, BEAST SNAGGA, BEASTBOSS ON SQUIGOSAUR



FACTION KEYWORDS:  
ORKS

## BEASTBOSS ON SQUIGOSAUR

Squigosaurs are single-minded predators that can bite through adamantine and shrug off enemy fire as though they were armoured plated. These monsters eat anything they can get their fangs into. 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.



### WARGEAR OPTIONS

- This model can be equipped with 1 thump gun.

### UNIT COMPOSITION

- 1 Beastboss on Squigosaur

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

KEYWORDS: MONSTER, CHARACTER, BEAST SNAGGA, BEASTBOSS ON SQUIGOSAUR



FACTION KEYWORDS:  
ORKS

# BIG MEK IN MEGA ARMOUR

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



## 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 klaw	Melee	4	3+	9	-2	2

## 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.

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



FACTION KEYWORDS:  
**ORKS**

# BIG MEK IN MEGA ARMOUR

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



## 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.

## UNIT COMPOSITION

- 1 Big Mek in Mega Armour

This model is equipped with: kustom-mega blaster; power klaw.

## LEADER

This model can be attached to the following unit:

- MEGANOZ

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



FACTION KEYWORDS:  
ORKS

# BIG MEK WITH KUSTOM FORCE FIELD

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



## RANGED WEAPONS

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

## MELEE WEAPONS

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

## 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.

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

## WARGEAR ABILITIES

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

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

KEYWORDS: INFANTRY, CHARACTER, GRENADES, BIG MEK WITH KUSTOM FORCE FIELD



FACTION KEYWORDS:  
ORKS

## BIG MEK WITH KUSTOM FORCE FIELD

Projected from a mass of whirly bits and alarmingly sparking wobbinz, the kustom force field is a wobbling energy dome that extends over the Big Mek and any nearby greenskins. Incoming enemy fire rebounds harmlessly from this unstable force field, leaving the Mek and his oblivious mates free to storm onward into battle.



### WARGEAR OPTIONS

- This model can be equipped with 1 grot helper.

### UNIT COMPOSITION

- 1 Big Mek with Kustom Force Field

This model is equipped with: slugga; choppa.

### LEADER

This model can be attached to the following units:

- BOYZ
- BURNA BOYZ
- TANKBUSTAS
- LOOTAS
- NOBZ

KEYWORDS: INFANTRY, CHARACTER, GRENADES, BIG MEK WITH KUSTOM FORCE FIELD



FACTION KEYWORDS:  
ORKS

# BIG MEK WITH SHOKK ATTACK GUN

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



## 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

## 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.

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



FACTION KEYWORDS:  
**ORKS**

## BIG MEK WITH SHOKK ATTACK GUN

The shokk attack gun opens a tunnel through the warp into its target, then launches screaming Snotlings down it. The diminutive greenskins rematerialise as a terror-maddened, clawing, biting swarm. Needless to say if this happens in an engine, troop bay or – worst of all – a living body, the results are swift and horrific.



### WARGEAR OPTIONS

- This model can be equipped with 1 grot assistant.

### UNIT COMPOSITION

- 1 Big Mek with Shokk Attack Gun

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

### LEADER

This model can be attached to the following units:

- BOYZ
- LOOTAZ
- MEK GUNZ

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



FACTION KEYWORDS:  
ORKS

# BIG'ED BOSSBUNKA

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Big shoots [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

► 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

## 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.

# BIG'ED BOSSBUNKA

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 kommando's shoutin' pole that carries the boss' bellowed commands far and wide.



## WARGEAR OPTIONS

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

## 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. Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models.

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



FACTION KEYWORDS:  
ORKS

# BLITZA-BOMMER

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



## 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.

## INVULNERABLE SAVE

6+

KEYWORDS: VEHICLE, AIRCRAFT, FLY, BLITZA-BOMMER



FACTION KEYWORDS:  
**ORKS**

# BLITZA-BOMMER

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



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Blitza-bommer

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

KEYWORDS: VEHICLE, AIRCRAFT, FLY, BLITZA-BOMMER



FACTION KEYWORDS:  
**ORKS**

# BOOMDAKKA SNAZZWAGON

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



## 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!

**Dust Trails [Aura]:** While an enemy unit is within 6" of this model, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

## INVULNERABLE SAVE

6+

KEYWORDS: VEHICLE, GRENADES, BOOMDAKKA SNAZZWAGON

FACTION KEYWORDS:  
**ORKS**

# BOOMDAKKA SNAZZWAGON

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



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Boomdakka Snazzwagon

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

KEYWORDS: VEHICLE, GRENADES, BOOMDAKKA SNAZZWAGON



FACTION KEYWORDS:  
ORKS

# BOSS SNIKROT

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



## RANGED WEAPONS

RANGE	A	BS	S	AP	D
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Slugga [PISTOL]

12"	1	4+	4	0	1
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## MELEE WEAPONS

RANGE	A	WS	S	AP	D
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Mork's Teeth [PRECISION, TWIN-LINKED]

Melee	6	2+	6	-1	2
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## ABILITIES

CORE: Infiltrators, Leader, Stealth

FACTION: Waaagh!

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

**Kunnnin' 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.

INVULNERABLE SAVE

5+

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

FACTION KEYWORDS:  
ORKS

# BOSS SNIKROT

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.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Boss Snikrot – EPIC HERO

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

## LEADER

This model can be attached to the following unit:

- KOMMANDOS

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



FACTION KEYWORDS:  
ORKS

# BOSS ZAGSTRUK



M T SV W LD OC  
12" 5 4+ 6 6+ 1

## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

CORE: Deep Strike, Feel No Pain 6+, Leader

FACTION: Waaagh!

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

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

## INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, JUMP PACK, FLY, CHARACTER, EPIC HERO, BOSS ZAGSTRUK



FACTION KEYWORDS:  
ORKS

# BOSS ZAGSTRUK

Plummeting from his kustom fighta-bommer at the head of his infamous Vulcha Boyz, Boss Zagstruk hits the enemy like a four hundred pound rocket-propelled missile of pure, belligerent fury. Amidst the roar of his blitz missiles and the crunch of bone beneath his cybork foot-klaws, bloody havoc ensues.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Boss Zagstruk – EPIC HERO

This model is equipped with: Da Vulcha's Klaws and choppa; slugga.

## LEADER

This model can be attached to the following unit:

- STORMBOYZ

KEYWORDS: INFANTRY, JUMP PACK, FLY, CHARACTER, EPIC HERO, BOSS ZAGSTRUK



FACTION KEYWORDS:  
ORKS

# BOYZ

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

BOY

BOSS NOB



## 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

## ABILITIES

FACTION: Waaagh!

**Breakin' Heads:** While a **WARBOSS** model is leading this unit, in your Command phase, the first time a Battle-shock test is failed for this unit that phase, if it is within range of an objective marker, you can choose to break some heads. If you do, 1 Bodyguard model in this unit is destroyed and you can re-roll that test.

KEYWORDS: INFANTRY, BATTLELINE, MOB, GRENADES, BOYZ



FACTION KEYWORDS:  
**ORKS**

# BOYZ

Ork Boyz surge into battle in huge, unruly mobs dotted with crude special 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.



## 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

## UNIT COMPOSITION

- 1 Boss Nob
- 9-19 Boyz

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

**Every Boy** is equipped with: slugga; choppa.

## 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**

# BURNA BOYZ

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



## 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

## 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.

KEYWORDS: INFANTRY, BURNA BOYZ

FACTION KEYWORDS:  
**ORKS**

# BURNA BOYZ

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.



## 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

## UNIT COMPOSITION

- 1-3 Spanners\*
- 4-12 Burna Boyz

\*This unit must contain 1 Spanner for every 4 Burna Boyz it contains.

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

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

KEYWORDS: INFANTRY, BURNA BOYZ



FACTION KEYWORDS:  
ORKS

# BURNA-BOMMER

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Twin big shoota [RAPID FIRE 2, TWIN-LINKED]	36"	3	5+	5	0	1
Twin supa-shoota [RAPID FIRE 2, SUSTAINED HITS 1, TWIN-LINKED]	36"	4	5+	6	-1	1
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

## 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.

## INVULNERABLE SAVE

6+

KEYWORDS: VEHICLE, FLY, AIRCRAFT, BURNA-BOMMER



FACTION KEYWORDS:  
**ORKS**

# BURNA-BOMMER

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.



## WARGEAR OPTIONS

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

## UNIT COMPOSITION

- 1 Burna-bommer

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

KEYWORDS: VEHICLE, FLY, AIRCRAFT, BURNA-BOMMER



FACTION KEYWORDS:  
**ORKS**

# DAKKAJET

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



## RANGED WEAPONS

Twin supa-shoota  
[RAPID FIRE 2, SUSTAINED HITS 1, TWIN-LINKED]

RANGE	A	BS	S	AP	D
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36"	4	5+	6	-1	1
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## MELEE WEAPONS

Armoured hull

RANGE	A	WS	S	AP	D
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Melee	3	4+	6	0	1
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## 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.

## INVULNERABLE SAVE

6+

KEYWORDS: VEHICLE, FLY, AIRCRAFT, DAKKAJET

FACTION KEYWORDS:  
ORKS

# DAKKAJET

*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.*



## WARGEAR OPTIONS

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

## UNIT COMPOSITION

- 1 Dakkajet

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

KEYWORDS: VEHICLE, FLY, AIRCRAFT, DAKKAJET



FACTION KEYWORDS:  
ORKS

# DEFF DREAD

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



## 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+	10	-2	3
<b>Dead Choppy:</b> The Attacks characteristic of this weapon is increased by 1 for each additional dread klaw this model is equipped with.						
Stompy feet	Melee	4	3+	5	0	1

KEYWORDS: VEHICLE, WALKER, DEFF DREAD

## 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.

INVULNERABLE SAVE

6+



FACTION KEYWORDS:  
ORKS

# DEFF DREAD

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.



## 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

## 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

# DEFFKILLA WARTRIKE

M      T      SV      W      LD      OC

12"	6	4+	9	6+	3
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## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Deffkilla boomstikk [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

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

KEYWORDS: MOUNTED, CHARACTER, WARBOSS, DEFFKILLA WARTRIKE

## 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.

**High-octane Fuel:** Each time this model's unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this model's unit.

## INVULNERABLE SAVE

5+

# DEFFKILLA WARTRIKE

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 grapple-like snagga klaws.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Deffkilla Wartrike

This model is equipped with: defkilla boomsticks; killajet; snagga klaw.

## LEADER

This model can be attached to the following unit:

- WARBIKERS

KEYWORDS: MOUNTED, CHARACTER, WARBOSS, DEFFKILLA WARTRIKE



FACTION KEYWORDS:  
ORKS

# DEFFKOPTAS

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Kopta rokkits [BLAST, TWIN-LINKED]	24"	03	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

## 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.

INVULNERABLE SAVE

6+

KEYWORDS: VEHICLE, FLY, GRENADES, DEFFKOPTAS

FACTION KEYWORDS:  
ORKS

# DEFFKOPTAS

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 the 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.



## WARGEAR OPTIONS

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

## UNIT COMPOSITION

- 3-6 Deffkoptas

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

KEYWORDS: VEHICLE, FLY, GRENADES, DEFFKOPTAS



FACTION KEYWORDS:  
ORKS

# FLASH GITZ

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



## 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

## 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.

KEYWORDS: INFANTRY, GRENADES, FLASH GITZ

FACTION KEYWORDS:  
ORKS

# FLASH GITZ

Flash Gitz are despised by other greenskins 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 rokkits.



## WARGEAR OPTIONS

- This unit can be equipped with 1 ammo runt.

## UNIT COMPOSITION

- 1 Kaptin
- 4-9 Flash Gitz

Every model is equipped with: snazzgun; choppa.

KEYWORDS: INFANTRY, GRENADES, FLASH GITZ



FACTION KEYWORDS:  
ORKS

# GHAZGHKULL THRAKA

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

GHAZGHKULL THRAKA

MAKARI



## RANGED WEAPONS

Mork's Roar [RAPID FIRE 4]

RANGE	A	BS	S	AP	D
36"	12	5+	5	0	1

## MELEE WEAPONS

Gork's Klaw

RANGE	A	WS	S	AP	D
Melee	6	2+	14	-3	4
Melee	1	4+	3	0	1

Makari's stabba [DEVASTATING WOUNDS]

## 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.

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

**INVULNERABLE SAVE: GHAZGHKULL**

4+

**INVULNERABLE SAVE: MAKARI\***

2+

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

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GHAZGHKULL THRAKA

FACTION KEYWORDS:  
ORKS

# GHAZGHKULL THRAKA

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 bears aloft the personal Waaagh! banner of Ghazghkull. There isn't a greenskin living who doesn't fight harder in sight of that flag.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Ghazghkull Thraka – EPIC HERO
- 1 Makari

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

Makari is equipped with: Makari's stabba.

## LEADER

This unit can be attached to the following unit:

- MEGANOBZ

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.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, GHAZGHKULL THRAKA



FACTION KEYWORDS:  
ORKS

# GORKANAUT

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



## 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

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

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

## 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 MONSTER and VEHICLE models) 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.

## INVULNERABLE SAVE

6+

FACTION KEYWORDS:  
ORKS

# GORKANAUT

Outcast Nobz pilot these lumbering war engines, following the echoing call of the Great 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 klaws.



## WARGEAR OPTIONS

- None

## 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. Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models. It cannot transport GHAZGHKULL THRAKA.

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



FACTION KEYWORDS:  
ORKS

# GRETCHIN

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

GRETCHIN

RUNTHERD



## 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
Grot-smacka	Melee	3	3+	5	0	1

## ABILITIES

FACTION: Waaagh!

**Runtherd:** While this unit contains one or more Gretchin models, each time an attack targets this unit, 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. If one or more of those rolls is a 4+, you gain 1CP.

KEYWORDS: INFANTRY, GRETCHIN



FACTION KEYWORDS:  
ORKS

# GRETCHIN

What Gretchin – also called grots – lack in stature, courage, resilience, discipline, motivation, loyalty, aggression and personal hygiene, they allegedly make up for in numbers. They are at least reasonable shots with their underpowered firearms, and if all else fails, the Orks find that grots make excellent bullet-stops.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1-2 Runtherds
- 10-20 Gretchin

**Every Runtherd is equipped with:** slugga; grot-smacka.

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

KEYWORDS: INFANTRY, GRETCHIN



FACTION KEYWORDS:  
ORKS

# HUNTA RIG

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



## RANGED WEAPONS

'Eavy lobba [BLAST, INDIRECT FIRE]	48"	D6	5+	6	0	2
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Stikka kannon [ANTI-MONSTER 2+, ANTI-VEHICLE 2+, SNAGGED]	12"	1	5+	12	-2	3
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**Snagged:** Each time this weapon scores a hit against an enemy 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.

## MELEE WEAPONS

Butcha boyz	Melee	4	3+	5	-1	1
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[EXTRA ATTACKS, ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	4	4+	8	-1	3
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Savage horns and hooves [EXTRA ATTACKS, LANCE]	Melee	6	3+	10	-1	2
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Saw blades	Melee	6	3+	10	-1	2
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## ABILITIES

**CORE:** Deadly Demise D6, Feel No Pain 6+, Firing Deck 21

**FACTION:** Waaagh!

**Bail Out, Boyz!**: If this TRANSPORT is destroyed, you can re-roll the dice when determining if a disembarking model's unit suffers mortal wounds.

## DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: VEHICLE, TRANSPORT, BEAST SNAGGA, HUNTA RIG



FACTION KEYWORDS:  
**ORKS**

# HUNTA RIG

*Welded, lashed and nailed together from enemy wrecks and scavenged scrap, the Hunta Rig forgoes a Wurrbay 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.*



## WARGEAR OPTIONS

- None

## 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

# KAPTIN BADRUUKK

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Da Rippa – standard [HEAVY, SUSTAINED HITS 1]	24"	3	5+	7	-2	2
Da Rippa – supercharge [HAZARDOUS, HEAVY, SUSTAINED HITS 1]	24"	3	5+	8	-3	3
Slugga [PISTOL]	12"	1	4+	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Choppa	Melee	6	2+	5	-1	1

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

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, KAPTIN BADRUUKK

## ABILITIES

CORE: Leader

FACTION: Waaagh!

**Flashiest Gitz:** While this model is leading a unit, each time a model in that unit makes a ranged attack, you can re-roll the Hit roll.

**Ded Glowey Ammo (Aura):** While an enemy INFANTRY unit is within 6" of this model, subtract 1 from the Toughness characteristic of models in that unit.

## INVULNERABLE SAVE

4+

FACTION KEYWORDS:  
ORKS

# KAPTIN BADRUUKK

*Kaptin Badrukk's Goldtoof Armour is proof against anything the galaxy can throw at him. This is fortunate considering the levels of radiation that emanate from his pride and joy, Da Rippa. This kustom shoota fires unstable plasma shells that reduce Badrukk's foes to glowing ash, at least until it malfunctions explosively.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Kaptin Badrukk – EPIC HERO

This model is equipped with: slugga; choppa; Da Rippa.

## LEADER

This model can be attached to the following unit:

- FLASH GITZ

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, KAPTIN BADRUUKK



FACTION KEYWORDS:  
ORKS

# KILL RIG

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



## 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 an enemy 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.

Wurrtower [HAZARDOUS, PSYCHIC, TORRENT]	24"	D3	N/A	12	-3	D6
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## 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!

**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.

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

FACTION KEYWORDS:  
**ORKS**

# KILL RIG

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



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Kill Rig

This model is equipped with: 'eavy lobba; stikka kannon; wurrtower; 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**

# KILLA KANS

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Kan shoota [DEVASTATING WOUNDS, RAPID FIRE 2]	36"	3	4+	5	0	1
Grotzooka [BLAST]	18"	D3+3	4+	6	0	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 klaw	Melee	3	4+	8	-2	3

## 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, the nearest other friendly ORKS unit within 12" of and visible to this unit suffers D3 mortal wounds; on a 2+, until the end of the phase, ranged weapons equipped by models in this unit have the [IGNORES COVER] ability.

INVULNERABLE SAVE

6+

KEYWORDS: VEHICLE, WALKER, KILLA KANS

FACTION KEYWORDS:  
ORKS

# KILLA KANS

*Surgically wiring grats 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 rokkits, bullets and grotzooka-launched scrap-shrapnel even more hazardous to the foe.*



## WARGEAR OPTIONS

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

## UNIT COMPOSITION

- 3-6 Killa Kans

**Every model is equipped with:** Kan shoota; Kan klaw.

KEYWORDS: VEHICLE, WALKER, KILLA KANS



FACTION KEYWORDS:  
ORKS

# KOMMANDOS

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

KOMMANDOS

BOSS NOB



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Burna [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Speshul Kommando 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 klaw	Melee	3	4+	9	-2	2

## ABILITIES

CORE: Infiltrators, Stealth

FACTION: Waaagh!

**Sneaky Surprise:** 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.

KEYWORDS: INFANTRY, GRENADES, KOMMANDOS

FACTION KEYWORDS:  
ORKS

# KOMMANDOS

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.



## WARGEAR OPTIONS

- The Boss Nob's choppa can be replaced with one of the following:
  - 1 big choppa
  - 1 power klaw
- Up to 2 Kommandos can each have their slugga and choppa replaced with 1 speshul Kommando shoota and 1 close combat weapon.
- 1 Kommando's slugga and choppa can be replaced with 1 breach 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.

## UNIT COMPOSITION

- 1 Boss Nob
- 9 Kommandos

Every model is equipped with: slugga; choppa.

KEYWORDS: INFANTRY, GRENADES, KOMMANDOS



FACTION KEYWORDS:  
ORKS

# KUSTOM BOOSTA-BLASTA

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



## 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 wheels	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 an attack, subtract 1 from the Hit roll.

## INVULNERABLE SAVE

6+

KEYWORDS: VEHICLE, KUSTOM BOOSTA-BLASTA

FACTION KEYWORDS:  
**ORKS**

# KUSTOM BOOSTA-BLASTA

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.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Kustom Boosta-blasta

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

KEYWORDS: VEHICLE, KUSTOM BOOSTA-BLASTA



FACTION KEYWORDS:  
ORKS

# LOOTAS

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



## 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

## 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.

KEYWORDS: INFANTRY, LOOTAS

FACTION KEYWORDS:  
**ORKS**

# LOOTAS

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.



## 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

## UNIT COMPOSITION

- 1-3 Spanners\*
- 4-12 Lootas

\*This unit must contain 1 Spanner for every 4 Lootas it contains.

**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

# MAD DOK GROTSNIK

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



## RANGED WEAPONS

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

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Power klaw [SUSTAINED HITS 1]	Melee	4	3+	9	-2	2
'Urt syringe [ANTI-INFANTRY 4+, EXTRA ATTACKS, PRECISION]	Melee	1	3+	2	0	1

## ABILITIES

CORE: Feel No Pain 5+, Leader

FACTION: Waaagh!

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

**One Scalpel Short of a Medpack:** While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it Fell Back.

## INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PAINBOY, MAD DOK GROTSNIK

FACTION KEYWORDS:  
ORKS

# MAD DOK GROTSNIK

More so even than whatever passes for a 'normal' Painboy, Dok Grotsnik relishes the butchery of the battlefield. He is quite, quite mad and remarkably dangerous, treating each new war as an opportunity for experimentation, a chance to harvest new samples to add to his stockpile of gory anatomical spares.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Mad Dok Grotsnik – EPIC HERO

This model is equipped with: slugga; power klaw; 'urtysyringe.

## LEADER

This model can be attached to the following units:

- BOYZ
- BURNABOYZ
- TANKBUSTAS
- LOOTAS
- NOBZ

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PAINBOY, MAD DOK GROTSNIK



FACTION KEYWORDS:  
ORKS

# MEGANOBZ

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



## 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 shoota [RAPID FIRE 2]	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 killsw [TWIN-LINKED]	Melee	2	4+	12	-3	2

## ABILITIES

FACTION: Waaagh!

**Krumpin' Time:** During the battle round in which you call a Waaagh!, melee weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

KEYWORDS: INFANTRY, GRENADES, MEGA ARMOUR, MEGANOBY



FACTION KEYWORDS:  
**ORKS**

# MEGANOBZ

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.



## 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 kill saw
  - 1 kustom shoota and 1 kill saw
  - 1 kill saw and 1 power klaw
  - 1 twin kill saw

## UNIT COMPOSITION

- 2-6 Meganobz

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

KEYWORDS: INFANTRY, GRENADES, MEGA ARMOUR, MEGANOBZ



FACTION KEYWORDS:  
**ORKS**

# MEGATRAKK SCRAPJET

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



## 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.

## INVULNERABLE SAVE

6+

KEYWORDS: VEHICLE, MEGATRAKK SCRAPJET

FACTION KEYWORDS:  
**ORKS**

# MEGATRAKK SCRAPJET

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 rokkits before ploughing nose-drill-first through the enemy lines, drivers bellowing with glee the whole time.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Megatrakk Scrapjet

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

KEYWORDS: VEHICLE, MEGATRAKK SCRAPJET



FACTION KEYWORDS:  
**ORKS**

# MEK

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



## RANGED WEAPONS

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

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Killsaw	Melee	1	4+	12	-3	2
Wrench	Melee	3	3+	4	0	1

## ABILITIES

CORE: Leader

FACTION: Waaagh!

**Mekboy:** 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.

KEYWORDS: INFANTRY, CHARACTER, MEK

FACTION KEYWORDS:  
ORKS

# MEK

Any Mekboy worth his spanners knows how to patch and repair greenskin 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.



## WARGEAR OPTIONS

- This model's wrench can be replaced with 1 kill saw.

## UNIT COMPOSITION

- 1 Mek

**This model is equipped with:** kustom mega-slugga; wrench.

## LEADER

This model can be attached to the following units:

- BOYZ
- LOOTAS
- MEK GUNZ
- NOBZ
- TANKBUSTAS

KEYWORDS: INFANTRY, CHARACTER, MEK



FACTION KEYWORDS:  
ORKS

# MEK GUNZ

M      T      SV      W      LD      OC

**3"**    **5**    **5+**    **6**    **8+**    **2**



## RANGED WEAPONS

		RANGE	A	BS	S	AP	D
1-2	Bubblechukka – big bubble [BUBBLECHUKKA, BLAST]	48"	2D6	4+	6	-1	1
3-4	Bubblechukka – wobbly bubble [BUBBLECHUKKA, BLAST]	48"	D6	4+	9	-2	3
5-6	Bubblechukka – dense bubble [BUBBLECHUKKA, BLAST]	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	-2	D6
Smasha gun [BLAST]	48"	D3	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

## ABILITIES

### FACTION: Waaagh!

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

## INVULNERABLE SAVE

**6+**

KEYWORDS: VEHICLE, MEK GUNZ

FACTION KEYWORDS:  
**ORKS**

# MEK GUNZ

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.



## WARGEAR OPTIONS

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

## 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 Gunz model when this unit is first set up, removing one each time its Mek Gunz model loses a wound (a Mek Gunz model itself is considered to represent its final wound).

KEYWORDS: VEHICLE, MEK GUNZ



FACTION KEYWORDS:  
**ORKS**

# MORKANAUT

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



## 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 MONSTER and VEHICLE models) 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 during the battle round in which you called a Waaagh!, 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.

## INVULNERABLE SAVE

5+

FACTION KEYWORDS:  
ORKS

# MORKANAUT

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 all manner of glowy gubbinz, Morkanauts unleash their arsenals of bizarre and deadly weapons in what their pilots think of as displays of pure kunnin' worthy of Mork.



## WARGEAR OPTIONS

- None

## 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. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models. It cannot transport **GHAZGHKULL THRAKA**.

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



FACTION KEYWORDS:  
**ORKS**

# MOZROG SKRAGBAD

M	T	SV	W	LD	OC
10"	10	3+	9	6+	3



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Thump gun [BLAST]	18"	03	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

## ABILITIES

CORE: Deadly Demise 1, Feel No Pain 4+

FACTION: Waaagh!

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

**Hungry Chompa:** Each time this model declares a charge, until the end of the turn, each time this model makes an attack, an unmodified successful Wound roll of 5+ scores a Critical Wound.

## INVULNERABLE SAVE

4+

KEYWORDS: MONSTER, CHARACTER, BEAST SNAGGA, EPIC HERO, MOZROG SKRAGBAD



FACTION KEYWORDS:  
ORKS

# MOZROG SKRAGBAD

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 cybork arm, Gutrippa. Those that do are doomed to be swallowed whole by Big Chompa's yawning, fang-stuffed jaws.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Mozrog Skragbad – EPIC HERO

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

KEYWORDS: MONSTER, CHARACTER, BEAST SNAGGA, EPIC HERO, MOZROG SKRAGBAD



FACTION KEYWORDS:  
ORKS

# NOB ON SMASHA SQUIG

M	T	SV	W	LD	OC
10"	7	4+	5	7+	2



## RANGED WEAPONS

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

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Big choppa [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	5	3+	7	-1	2
Smasha squig jaws [EXTRA ATTACKS]	Melee	2	4+	6	-1	2

## ABILITIES

CORE: Feel No Pain 5+, Leader

FACTION: Waaagh!

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

**Hunt Them Down:** During the battle round in which you call a Waaagh!, this model's big choppa has the [ANTI-MONSTER 3+] and [ANTI-VEHICLE 3+] abilities.

KEYWORDS: MOUNTED, CHARACTER, BEAST SNAGGA, NOB ON SMASHA SQUIG



FACTION KEYWORDS:  
ORKS

## NOB ON SMASHA SQUIG

The smasha squig has a skull so hard it can stave in armour and pulverise bone. To compensate for a lifetime of perpetual concussion, nature has furnished smasha squigs with virtually no brain power; therefore only the most belligerent Nobz can keep these beasts pointed at the enemy long enough to make impact.



### WARGEAR OPTIONS

- None

### UNIT COMPOSITION

- 1 Nob on Smasha Squig

This model is equipped with: slugga; big choppa; smasha squig jaws.

### LEADER

This model can be attached to the following unit:

- SQUIGHOG BOYZ

KEYWORDS: MOUNTED, CHARACTER, BEAST SNAGGA, NOB ON SMASHA SQUIG



FACTION KEYWORDS:  
ORKS

## NOB WITH WAAAGH! BANNER

M	T	SV	W	LD	OC
6"	5	4+	3	7+	1



### RANGED WEAPONS

Kustom shoota [RAPID FIRE 2]	RANGE	A	BS	S	AP	D
	18"	4	5+	4	0	1

### MELEE WEAPONS

Waaagh! banner	RANGE	A	WS	S	AP	D
	Melee	3	3+	8	-2	2

### ABILITIES

CORE: Leader

FACTION: Waaagh!

**Plant the Waaagh! Banner:** Once per battle, at the start of the battle round, this model can use this ability. If it does, until the start of the next battle round, this model's unit gains the benefits of the Waaagh! ability as if you had called a Waaagh! this battle round.

**Da Boss Iz Watchin':** While this model is gaining the benefits of the Waaagh! ability, it has a 4+ invulnerable save and an Objective Control characteristic of 5.

KEYWORDS: INFANTRY, CHARACTER, NOB WITH WAAAGH! BANNER



FACTION KEYWORDS:  
ORKS

## NOB WITH WAAAGH! BANNER

Entrusted to the warband's most stubborn Nob, a Waaagh! banner serves as a rallying point and a place for the Warboss to display his favourite trophies, glyph plates and such. Should the ladz need some encouragement to get stuck into a scrap, the banner also doubles as a handy bludgeon to beat some ferocity into them.



### WARGEAR OPTIONS

- None

### UNIT COMPOSITION

- 1 Nob with Waaagh! Banner

This model is equipped with: kustom shoota; Waaagh! banner.

### LEADER

This model can be attached to the following units:

- BOYZ
- NOBZ

KEYWORDS: INFANTRY, CHARACTER, NOB WITH WAAAGH! BANNER



FACTION KEYWORDS:  
ORKS

# NOBZ

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



## RANGED WEAPONS

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

Slugga [PISTOL]	12"	1	5+	4	0	1
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## 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 klaw	Melee	3	4+	9	-2	2

## ABILITIES

FACTION: Waaagh!

**Da Boss' Ladz:** While a WARBOSS model is leading this unit, each time an attack targets 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.

KEYWORDS: INFANTRY, GRENADES, NOBZ



FACTION KEYWORDS:  
**ORKS**

# NOBZ

Nobz swagger into battle wielding a jaw-dropping assortment of kombi-weapons, favourite sluggas, very large choppas, piston-driven klaws 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.



## WARGEAR OPTIONS

- Any number of models can each have their big choppa replaced with 1 power klaw.
- 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.

## UNIT COMPOSITION

- 1 Boss Nob
- 4-9 Nobz

Every model is equipped with: slugga; big choppa.

KEYWORDS: INFANTRY, GRENADES, NOBZ



FACTION KEYWORDS:  
ORKS

# PAINBOSS

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



## MELEE WEAPONS

RANGE	A	WS	S	AP	D
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Beast Snagga klaw [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]

Melee	3	4+	9	-2	2
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## 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

# PAINBOSS

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 soopa-legz, monowheels and the like – the better to deliver high-speed doktorin'.



## WARGEAR OPTIONS

- This model can be equipped with 1 grot orderly.

## UNIT COMPOSITION

- 1 Painboss

This model is equipped with: Beast Snagga klaw.

## LEADER

This model can be attached to the following unit:

- BEAST SNAGGA BOYZ

KEYWORDS: INFANTRY, CHARACTER, BEAST SNAGGA, PAINBOSS



FACTION KEYWORDS:  
ORKS

# PAINBOY

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



## MELEE WEAPONS

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

## 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 'urt 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

# PAINBOY

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 klaws, 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!



## WARGEAR OPTIONS

- This model can be equipped with 1 grot orderly.

## UNIT COMPOSITION

- 1 Painboy

This model is equipped with: power klaw; 'urt syringe.

## LEADER

This model can be attached to the following units:

- BOYZ
- NOBZ
- LOOTAS
- BURNABOYZ
- TANKBUSTAS

KEYWORDS: INFANTRY, CHARACTER, PAINBOY



FACTION KEYWORDS:  
ORKS

# RUKKATRUKK SQUIGBUGGY

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



## 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:** Each time this model makes an attack with its squig launchas that targets an INFANTRY unit, add 1 to the Hit roll.

**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.

## INVULNERABLE SAVE

6+

KEYWORDS: VEHICLE, RUKKATTRUKK SQUIGBUGGY

FACTION KEYWORDS:  
ORKS

# RUKKATRUKK SQUIGBUGGY

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.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Rukkatrukk Squigbuggy

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

KEYWORDS: VEHICLE, RUKKATRUKK SQUIGBUGGY



FACTION KEYWORDS:  
ORKS

# SHOKKJUMP DRAGSTA

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



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Kustom shokk rifle [DEVASTATING WOUNDS, HAZARDOUS, PRECISION]	24"	1	3+	8	-2	D6+1
Rokkits [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.

INVULNERABLE SAVE

6+

KEYWORDS: VEHICLE, SHOKKJUMP DRAGSTA

FACTION KEYWORDS:  
ORKS

# SHOKKJUMP DRAGSTA

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.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Shokkjump Dragsta

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

KEYWORDS: VEHICLE, SHOKKJUMP DRAGSTA



FACTION KEYWORDS:  
ORKS

# SQUIGHOG BOYZ

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



## RANGED WEAPONS

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

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Squighog jaws and saddlegits [EXTRA ATTACKS]	Melee	3	4+	6	-1	2
Stikka [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, LANCE]	Melee	3	3+	5	-1	2

## 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.

KEYWORDS: MOUNTED, BEAST SNAGGA, GRENADES, SQUIGHOG BOYZ



FACTION KEYWORDS:  
**ORKS**

# SQUIGHOG BOYZ

With their mounts snorting and saddlegitz hanging on for dear life, Squighog Boyz thunder into the fight. They fling rokkit-propelled stikkas, hitting with enough force to pierce plate armour, then employ muscle, weight, momentum and sheer belligerence to squash those foes still standing to a paste.



## WARGEAR OPTIONS

- For every 3 models in this unit, this unit can be equipped with 1 bomb squig.

## UNIT COMPOSITION

- 3-6 Squighog Boyz

Every model is equipped with: saddlegit weapons; stikka; squighog jaws and saddlegits.

KEYWORDS: MOUNTED, BEAST SNAGGA, GRENADES, SQUIGHOG BOYZ



FACTION KEYWORDS:  
ORKS

# STOMPA

M	T	SV	W	LD	OC
10"	14	2+	30	6+	12



## 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

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

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

## 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.

## INVULNERABLE SAVE

6+

FACTION KEYWORDS:  
ORKS

# STOMPA

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.



## WARGEAR OPTIONS

- None

## 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. GHAZGHKULL THRAKA takes up the space of 18 models.

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



FACTION KEYWORDS:  
ORKS

# STORMBOYZ

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

STORMBOY

BOSS NOB



## RANGED WEAPONS

RANGE	A	BS	S	AP	D
12"	1	5+	4	0	1

Slugga [PISTOL]

## MELEE WEAPONS

RANGE	A	WS	S	AP	D
Melee	3	3+	4	-1	1
Melee	3	4+	9	-2	2

Choppa

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. If it does, before making that Charge move, roll one D6 for each model in this unit: for each 1, this unit suffers 1 mortal wound. You cannot use this ability during the battle round in which you call a Waaagh!.

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

FACTION KEYWORDS:  
ORKS

# STORMBOYZ

Most Orks mock Stormboyz for their acts of juvenile rebellion, from taking orders and shining their boots to marching about, talking about 'takts' 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.



## WARGEAR OPTIONS

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

## 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



## 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 4+, 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.

KEYWORDS: INFANTRY, TANKBUSTAS



FACTION KEYWORDS:  
**ORKS**

# TANKBUSTAS

*Tankbusters 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 Tankbusters to bring down their targets before ripping oily trophies from the still-blazing wrecks.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Boss Nob
- 4 Tankbusters

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

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

One other Tankbuster is equipped with: tankhammer.

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

KEYWORDS: INFANTRY, TANKBUSTAS



FACTION KEYWORDS:  
ORKS

# TRUKK

M T SV W LD OC  
12" 8 4+ 10 7+ 2



## RANGED WEAPONS

RANGE	A	BS	S	AP	D
36"	3	5+	5	0	1

Big shoota [RAPID FIRE 2]

## MELEE WEAPONS

RANGE	A	WS	S	AP	D
Melee	3	5+	6	0	1
Melee	1	4+	10	0	D6

Spiked wheels

Wreckin' ball [EXTRA ATTACKS]

## 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.

6+

## INVULNERABLE SAVE

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, TRUKK

FACTION KEYWORDS:  
ORKS

# TRUKK

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.



## WARGEAR OPTIONS

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

## 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**

# WARBIKERS

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

WARBIKER

BOSS NOB ON  
WARBIKE



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Slugga [PISTOL]	12"	1	5+	4	0	1
Twin dakkagun [RAPID FIRE 2, ASSAULT, 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 klaw	Melee	3	4+	9	-2	2

## 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.

INVULNERABLE SAVE

6+

KEYWORDS: MOUNTED, GRENADES, WARBIKERS

FACTION KEYWORDS:  
ORKS

# WARBIKERS

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.



## 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 klaw

## UNIT COMPOSITION

- 1 Boss Nob on Warbike
- 2-5 Warbikers

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

KEYWORDS: MOUNTED, GRENADES, WARBIKERS



FACTION KEYWORDS:  
ORKS

# WARBOSS

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



## RANGED WEAPONS

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

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

INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, CHARACTER, GRENADES, WARBOSS

FACTION KEYWORDS:  
ORKS

# WARBOSS

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.



## WARGEAR OPTIONS

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

## UNIT COMPOSITION

- 1 Warboss

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

## LEADER

This model can be attached to the following units:

- BOYZ
- NOBZ

KEYWORDS: INFANTRY, CHARACTER, GRENADES, WARBOSS



FACTION KEYWORDS:  
ORKS

# WARBOSS IN MEGA ARMOUR



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

## 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

## 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 'ard:** When you call a Waaagh!, until the start of the next battle round, this model has the Feel No Pain 4+ ability.

## INVULNERABLE SAVE

5+

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



FACTION KEYWORDS:  
ORKS

# WARBOSS IN MEGA ARMOUR

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.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Warboss in Mega Armour

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

## LEADER

This model can be attached to the following unit:

- MEGANOBBZ

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



FACTION KEYWORDS:  
ORKS

# WAZBOM BLASTAJET

M      T      SV      W      LD      OC

20+"	9	3+	12	7+	0
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## 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

## 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.

## INVULNERABLE SAVE

6+

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



FACTION KEYWORDS:  
ORKS

# WAZBOM BLASTAJET

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.



## 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.

## UNIT COMPOSITION

- 1 Wazbom Blastajet

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

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



FACTION KEYWORDS:  
ORKS

# WEIRDBOY

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



## RANGED WEAPONS

'Eadbanger [PRECISION, PSYCHIC]

RANGE	A	BS	S	AP	D
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24"	1	4+	6	-3	1
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## MELEE WEAPONS

Weirdboy staff [PSYCHIC]

RANGE	A	WS	S	AP	D
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Melee	3	3+	8	-1	D3
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## 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 this 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

# WEIRDBOY

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.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Weirdboy

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

## LEADER

This model can be attached to the following unit:

- BOYZ

KEYWORDS: INFANTRY, CHARACTER, PSYKER, WEIRDBOY



FACTION KEYWORDS:  
ORKS

# WURRBOY

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



## 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

## ABILITIES

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

**FACTION:** Waaagh!

**Waaagh! Energy:** 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, each time a Battle-shock or Leadership test is taken for that enemy unit, subtract 2 from that test.

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



FACTION KEYWORDS:  
ORKS

# WURRBOY

Rarely lucid, Wurboyz 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.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Wurboy

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

## LEADER

This model can be attached to the following unit:

- BEAST SNAGGA BOYZ

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



FACTION KEYWORDS:  
ORKS

# ZODGROD WORTSNAGGA

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



## RANGED WEAPONS

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

## MELEE WEAPONS

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

## 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.

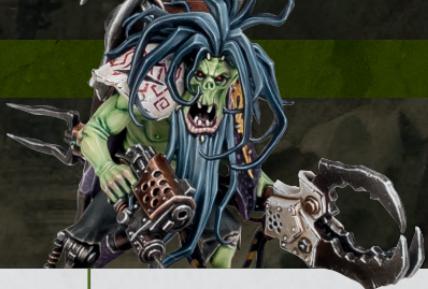
**KEYWORDS:** INFANTRY, CHARACTER, EPIC HERO, ZODGROD WORTSNAGGA



**FACTION KEYWORDS:**  
**ORKS**

# ZODGROD WORTSNAGGA

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 Squigstoppa Numba 5, then burying them in a rampaging horde of diminutive little monsters.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Zodgrod Wortsnagga – EPIC HERO

This model is equipped with: Da Grabzappa; slugga.

## LEADER

This model can be attached to the following unit:

- GRETCHIN

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, ZODGROD WORTSNAGGA



FACTION KEYWORDS:  
ORKS

# MEKBOY WORKSHOP

M	T	SV	W	LD	OC
-	9	4+	10	7+	0

## ABILITIES

CORE: Deadly Demise 1

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.

**Workshop:** When this FORTIFICATION is set up, all parts of it must be set up within 1" of another part. At the end of your Movement phase, each friendly ORKS VEHICLE model within 12" of this FORTIFICATION can regain up to D3 lost wounds [roll separately for each model]. Each model can only be affected by this ability once per turn.

**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.



KEYWORDS: FORTIFICATION, VEHICLE, MEKBOY WORKSHOP



FACTION KEYWORDS:  
ORKS

# MEKBOY WORKSHOP

Mekboyz are more than happy to raise new workshops mid-battle, throwing the structures together from the wreck and ruin lying all about. Enemies watch in bemused horror as these ad hoc structures swarm with activity and start churning out upgraded and kustomised war engines right before their eyes!

## UNIT COMPOSITION

- 1 Mekboy Workshop

## WARGEAR OPTIONS

- None



KEYWORDS: FORTIFICATION, VEHICLE, MEKBOY WORKSHOP



FACTION KEYWORDS:  
ORKS