

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

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

Unit Special Rules

Independent Character / Furious Charge

Weapons	森	(U		₫	Pts
Attack squig	Melee	User	User	0	1	Melee - Extra Attacks	11
Kombi-skorcha - Shoot'	18"	2	4	0	1	Assault - Rapid Fire 1	
Kombi-skorcha - Skorch'	Template	1	4	0	1	Assault - Ignores Cover	7
Power klaw	Melee	User	x2	-2	2	Melee	15
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Unit type Faction Aptitudes Infantry

Waaagh! Mob Rule 'Ere We Go! Get Stuck In Taktiks



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

Unit Special Rules

Furious Charge / Assault Grenades

Pyromaniaks

Weapons	数	(3			©	Pts
Close combat weapon	Melee	User	User	0	1	Melee	
Kustom mega-blasta - Short range	12"	3	9	-2	D 6	Pistol - Hazardous	8
Kustom mega-blasta - Medium range	24"	3	9	-2	D 3	Assault - Hazardous	10
Kustom mega-blasta - Long range	36"	3	9	-2	1	Heavy - Hazardous - Blast	16
Burna	Template	1	4	0	1	Assault - Ignores Cover	
Cuttin'flames	Melee	User	User	-2	1	Melee	24

Unit type Faction Aptitudes Infantry

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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.

Green Tide Add 1 to the Attacks characteristic of models in this unit while it contains 20 or more models.

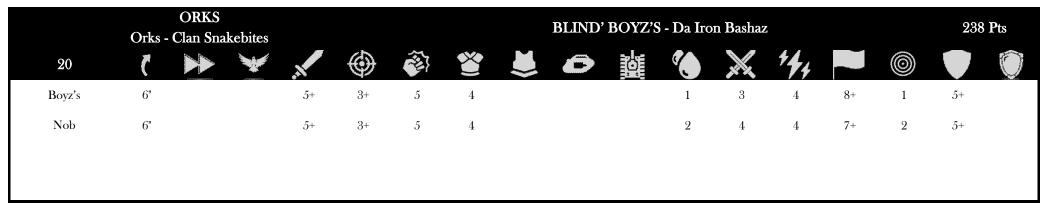
Unit Special Rules

Furious Charge / Assault Grenades

Weapons		(P)	Table 1	U		୍ରି	Pts	
Choppa	Melee	User	User	0	1	Melee		
Slugga	12"	1	4	0	1	Pistol		
Big choppa	Melee	-1	+3	-1	2	Melee - Two Handed	5	
Twin slugga	12"	1	4	0	1	Pistol - Twin	1	
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 Unit type

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 Infantry



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.

'Ard Boyz This unit gain the the Hammer of Wrath special rule when charging from a distance of 9" or more.

Unit Special Rules

Furious Charge / Assault Grenades

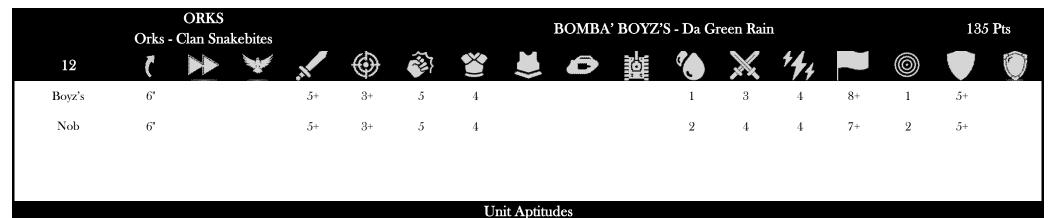
Breakin' Heads

Weapons	*	(U		₫	Pts
Choppa	Melee	User	User	0	1	Melee	
Slugga	12"	1	4	0	1	Pistol	
Big shoota	36"	3	5	0	1	Assault - Rapid Fire 2	6
Power klaw	Melee	User	x2	-2	2	Melee	15
Rokkit launcha	24"	2	9	-2	1	Assault - Blast	7
Close combat weapon	Melee	User	User	0	1	Melee	
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Waaagh! Mob Rule 'Ere We Go! Get Stuck In Taktiks Unit type

Unit type

Unit type



Breakin' Heads

While a Warboss model is leading this unit, in your Command

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.

Reckless Bombardment

Once per battle, during the Shooting phase, this unit may choose to expend all of their remaining grenades in a reckless bombardment. For each model in the unit, roll a D6. On a roll of 4+, the targeted enemy unit suffers a mortal wound. However, for each roll of 1, a friendly Ork Boy from the throwing unit suffers a mortal wound instead, as the volatile grenades detonate prematurely. After resolving the bombardment, the unit may not throw grenades.

Unit Special Rules

Furious Charge / Assault Grenades

Weapons		(U	()	₫ ?	Pts
Choppa	Melee	User	User	0	1	Melee	
Slugga	12"	1	4	0	1	Pistol	
Big choppa	Melee	-1	+3	-1	2	Melee - Two Handed	5

Waaagh! Mob Rule 'Ere We Go! Get Stuck In Taktiks Unit type

Infantry



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.

Dakka! Dakka! Dakka!

Each time you roll an unmodified hit roll of 6 for an attack with a ranged weapon made by a model in this unit, that hit roll succeeds regardless of any modifiers. In addition, immediately make an additional hit roll against the same target using the same weapon. This special rule does not affect weapons that automatically hit their target.

Unit Special Rules

Furious Charge / Assault Grenades

Weapons	森	(©	Pts	
Shoota	18"	2	4	0	1	Assault - Rapid Fire 1		
Close combat weapon	Melee	User	User	0	1	Melee		
Big choppa	Melee	-1	+3	-1	2	Melee - Two Handed	5	
Big shoota	36"	3	5	0	1	Assault - Rapid Fire 2	6	
Kombi-skorcha - Shoot'	18"	2	4	0	1	Assault - Rapid Fire 1		
Kombi-skorcha - Skorch'	Template	1	4	0	1	Assault - Ignores Cover	7	
Rokkit launcha	24"	2	9	-2	1	Assault - Blast	7	
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 Infantry

	Orks -	ORKS Clan Sna	akebites						TRU	KK - Ru	stbucket	Racer				8	8 Pts
1	7		W	N.	(4)	THE STATE OF THE S						X	144		0		
Full HP	12"	18"	•	5+	3+	6		10	10	10	10	3	4	7+	2	4+	6++/6++
Mid HP	8"	12"		6+	4+	6		9	9	9	7	2	4	8+	1	4+	6++/6++
Low HP	4"	6"		7+	5+	6		8	8	8	3	1	4	9+		4+	6++/6++
							Uı	nit Aptitu	ıdes								
Grot Riggers			At the star	t of your C	Command p	hase, this r	nodel regai	ins 1 lost w	ound.								
Ramshackle			Roll a D6	each time	a Trukk suf	fers a Wo	und. On th	e roll of a	5+, the Dam	age charac	eteristic of th	ne Attack is	s reduced to	o 1.			
Boarding Plank			If a unit di 12).	isembarks :	from an Op	en-topped	vehicle wit	h a boardi	ng plank and	d declares	a charge in	the same to	urn, it adds	+2 to its ch	narge distan	nce (to a m	aximum of
Reinforced Ram					forced ram ngerous Te		Shock and	Ram, and t	reats its froi	nt Armour	Value as tw	vo higher th	nan normal	when Ram	uming. Furt	hermore,	the vehicle
Explosive Lethal Den	ise		When this	s model is	destroyed, t	hrow one l	D6 for eacl	n units with	in 6". On a	4+, the uni	it suffers D 8	3 mortal wo	ounds.				
Transport Capacity (1	2)		This mode	el has a tra	nsport capa	city of X Iı	nfantry moo	dels. It cam	not carry me	odels with t	the Bulky,	Very Bulky	or Extreme	ely Bulky s	pecial rules	s.	
Firing Deck (12)			Each time	this Trans	port shoots	, select one	e weapon fr	rom up to Σ	X models er	nbarked wi	ithin it; this	Transport	counts as b	eing equip	ped with th	nose weapo	ons as well.
							Unit	Special	Rules								
Furious Charge / Tran	sport / O _l	ppen-toppe	ed														

Weapons	数	(P)		U		₫	Pts
Big shoota	36"	3	5	0	1	Assault - Rapid Fire 2	6
Vehicles close combat	Melee	User	User	0	1	Melee	
Wreckin'ball	Melee	+ D 3	+5	-2	D 3+3	Melee - Concussive	22

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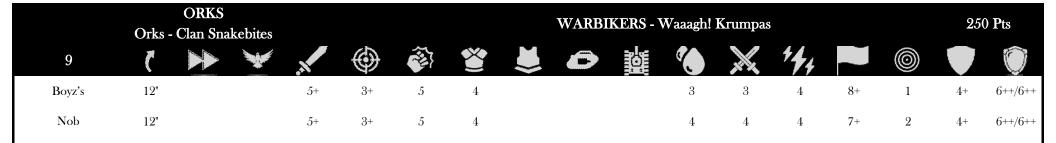
Vehicle

	Orks -	ORKS Clan Sna	akebites						TRU	KK - Scr	apjaw Sp	eeder				88	3 Pts
1	7		W		(4)	CE!			(3)	Ó		X	144		0		
Full HP	12"	18"	• 00000 mmm 2000.0	5+	3+	6		10	10	10	10	3	4	7+	2	4+	6++/6++
Mid HP	8"	12"		6+	4+	6		9	9	9	7	2	4	8+	1	4+	6++/6++
Low HP	4"	6"		7+	5+	6		8	8	8	3	1	4	9+		4+	6++/6++
							Uı	nit Aptitu	ıdes								
Grot Riggers			At the star	rt of your C	Command p	hase, this 1	model rega	ins 1 lost w	ound.								
Ramshackle			Roll a D6	each time	a Trukk sut	fers a Wo	und. On th	e roll of a	5+, the Dam	age charac	teristic of th	ne Attack is	s reduced to	o 1.			
Boarding Plank			If a unit d	isembarks	from an Op	en-topped	l vehicle wit	th a boardi	ng plank an	l declares a	a charge in	the same t	urn, it adds	+2 to its ch	arge distan	nce (to a m	aximum of
Reinforced Ram					forced ram ngerous Te		Shock and	Ram, and t	treats its from	nt Armour	Value as tw	vo higher th	nan normal	when Ram	ming. Furt	hermore, t	he vehicle
Explosive Lethal De	emise		When this	s model is	destroyed, t	hrow one l	D 6 for eacl	n units with	in 6". On a	4+, the uni	t suffers D 8	3 mortal wo	ounds.				
Transport Capacity	(12)		This mod	el has a tra	nsport capa	city of X In	nfantry mo	dels. It can	not carry me	odels with t	the Bulky, '	Very Bulky	or Extrem	ely Bulky s	pecial rules	s.	
Firing Deck (12)			Each time	this Trans	port shoots	, select one	e weapon fr	rom up to 2	X models er	nbarked wi	ithin it; this	Transport	counts as b	eing equip	ped with th	nose weapo	ons as well.
							Uni	t Special	Rules								
Furious Charge / Tr	ansport / Op	open-toppe	ed														

Weapons	数	(P)		U		₽	Pts
Big shoota	36"	3	5	0	1	Assault - Rapid Fire 2	6
Vehicles close combat	Melee	User	User	0	1	Melee	
Wreckin'ball	Melee	+ D 3	+5	-2	D 3+3	Melee - Concussive	22

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Vehicle



Each time a model in this unit makes a ranged attack that targets a unit within 9", improve the Armour Penetration characteristic of that attack by 1.

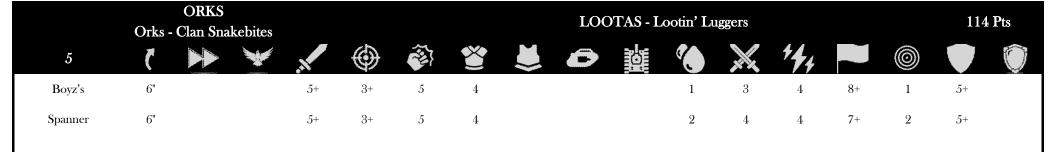
Unit Special Rules

Furious Charge / Assault Grenades

Drive-by Dakka

Weapons	以	(U		© ₹	Pts	l
Power klaw	Melee	User	x2	-2	2	Melee	15	l
Choppa	Melee	User	User	0	1	Melee		l
Twin dakkagun	18"	3	5	0	1	Assault - Rapid Fire 2 - Twin	45	l
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Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1. If that attack targets a unit that is within range of an objective marker, you can re-roll the Hit roll instead.

Unit Special Rules

Furious Charge / Assault Grenades

Dat's Our Loot!

Weapons	森	@				₫	Pts
Big shoota	36"	3	5	0	1	Assault - Rapid Fire 2	6
Deffgun	48"	2	8	-1	2	Heavy - Rapid Fire 1	48
Close combat weapon	Melee	User	User	0	1	Melee	

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