

WARHAMMER 40,000

CODEX: ORKS

Official Update Version 1.2

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 83 – Ork Wargear Lists, Battlewagon Equipment
Add the following sentence:
'Each item can only be taken once.'

Page 86 & 120 – Shokk Attack Gun
Change the first sentence of this weapon's ability to read:
'Each time this unit is chosen to shoot with, roll once to determine the Strength characteristic of this weapon.'

Page 92 – Mad Dok Grotznik
Change this model's One Scalpel Short of a Medpack ability to read:
'At the start of your Charge phase, if Mad Dok Grotznik is not within 3" of another friendly **ORK INFANTRY** unit, not within 1" of an enemy unit, and is within 12" of an enemy unit, he will automatically attempt to charge the nearest enemy unit. He can do so even if he Advanced or Fell Back in the same turn.'

Page 97 – Nob with Waaagh! Banner
Add the following wargear option:
• This model may take a power klaw.'

Page 101 – Kustom Boosta-blastas, Grot blasta
Change the Strength of this weapon to '3'.

Page 102 – Megatrakk Scrapjets, Abilities
Add the following ability:
'**Grot Gunner:** Add 1 to hit rolls for attacks made with one of this model's twin big shootas.'

Page 111 – Lootas, Kustom mega-blasta
Change the Damage of this weapon to 'D6'.

Pages 111 & 119 – Lootas, Deffgun
Change this weapon's ability to read:
'Each time this unit is chosen to shoot with, roll one D3 to determine the Type characteristic of all deffguns that models in this unit are equipped with when resolving those attacks.'

Page 112 – Flash Gitz, Characteristics
Change the Kaptin's Leadership characteristic to '7'.

Page 125 – Clan Kulturs, Blood Axes: Taktiks
Change the second sentence of rules text to read:
'In addition, units with this kultur can shoot or charge (but not both) even if they Fell Back in the same turn – if such a unit is embarked, it can only do so if the **TRANSPORT** that Fell Back also has this kultur.'

Page 126 – Stratagems, Mob Up
Change the first and second sentences of this Stratagem to read:
'Use this Stratagem at the end of your Movement phase, before setting up any reinforcement units in your army on the battlefield (if any). Select two <CLAN> **BOYZ** units from your army that are within 2" of each other.'

Page 126 – Warphead
Add the following sentence:
'Each **WEIRDBOY** model can only be selected for this Stratagem once per battle.'

Page 126 – Stratagems, Get Stuck In, Ladz!
Change the first sentence of rules text to read:
'Use this Stratagem at the end of the Fight phase.'

Page 127 – Stratagems, Grot Shields
Change the rules text to read:
'Use this Stratagem after a <CLAN> **INFANTRY** unit from your army (excluding units comprised entirely of **GRETCHIN** models) has been hit by a ranged weapon. Until the end of the phase, you can roll a D6 each time an attack made with a ranged weapon wounds that unit if there is a friendly unit comprised entirely of <CLAN> **GRETCHIN INFANTRY** models within 6" of it, and the **GRETCHIN** unit is closer to the attacking model than the target unit. On a 2+ one model of your choice in that **GRETCHIN** unit is slain and the attack sequence ends.'

Page 127 – Stratagems, Loot It!

Change the first and second sentences of rules text to read:

‘Use this Stratagem when a **VEHICLE** unit is destroyed. Select an **ORK INFANTRY** unit from your army that was either within 3" of the vehicle or embarked within it when it was destroyed. Improve the Save characteristic of that infantry unit by 1 (e.g. a Save characteristic of 6+ will become a Save characteristic of 5+), to a maximum of 2+.’

Page 128 – Stratagems, Drive-by Krumpin’

Change the first sentence of rules text to read:

‘Use this Stratagem at the end of your Shooting phase.’

Page 133 – Warlord Traits, Goffs: Proper Killy

Change the rules text to read:

‘Add 1 to your Warlord’s Attacks characteristic. In addition, improve the Armour Penetration characteristic of melee weapons this Warlord is equipped with by 1 during any turn in which they made a charge move, were charged, or performed a Heroic Intervention (e.g. AP -1 becomes AP -2).’

FAQs

*Q: If I fail a Morale test for an **ORK** unit that is within range of a unit of Nobz with the Keepin’ Order ability, and there are fewer models remaining in the unit than the number the test was failed by, how many D6 rolls are made?*

A: Roll a number of D6 equal to the number of models remaining in the unit.

Q: When a Nob replaces their slugga and choppa with items from the Nob Weapons list, can they take two weapons from the first list and one weapon from the second list, for a total of three weapons (e.g. a big choppa, killsaw and a kombi-weapon with skorcha)?

A: No. They can take two weapons from the first list or only one if it is taken from the second list.

Q: The Battlewagon’s Mobile Fortress ability says the Battlewagon ‘ignores the penalty for moving and firing Heavy weapons’, and its Open-topped ability says that ‘restrictions or modifiers that apply to this model also apply to its passengers’. Does that mean that an embarked unit also ignores the penalty for firing Heavy weapons if the Battlewagon has moved?

A: No.

*Q: If a **GOFF** Gorkanaut attacks a unit with the Crush profile of the Klaw of Gork (or possibly Mork), and the unmodified hit roll is a 6 (allowing him to make an extra hit roll with the Klaw due to the No Mukkin’ About kultur), does the extra hit roll have to be made using the same profile, or can it be made with the weapon’s other profile instead?*

A: The extra hit roll is made using the same profile.

*Q: Do **EVIL SUNZ** models that have a set value when they Advance – like a Deffkilla Wartrike using the Fuel-mixa Grot ability or a Deffkopta, due to Turbo-boost – also benefit from the Red Ones Go Fasta kultur?*

A: Yes, add 7" to their Move characteristic for that Advance move in these cases.

*Q: Are **BLOOD AXE** units with the **FLY** keyword allowed to both shoot and charge in a turn in which they Fell Back?*

A: Yes.

Q: Does the Grots ability mean that units such as Mek Gunz and Killa Kans do not benefit from a Clan Kultur?

A: Yes – they do not benefit from a Clan Kultur.

Furthermore, Ork Stratagems can only be used on these units if they explicitly state so (e.g. the Grot Shields Stratagem).

Designer’s Note: *Although many grots follow a particular clan into war, due to their puny and feeble nature they do not themselves exhibit the traits of any particular clan (for example, the teef of grots within a Bad Moons warband do not grow any faster). For this reason, grots do not benefit from any Clan Kultur. This includes Big Gunz from Index: Xenos 2, and Grot Tanks and Grot Mega-tanks from Imperial Armour – Index: Xenos, all of which are, for rules purposes, considered to be units comprised entirely of **GRETCHIN**.*

*Q: If a **FREEBOOTERZ** unit comprised entirely of **GRETCHIN** destroys an enemy unit in a phase, do other friendly units within 24" that have the Competitive Streak kultur add 1 to their hit rolls until the end of that phase?*

A: Yes, unless the friendly unit in question is also comprised entirely of **GRETCHIN.**

*Q: Do **SNAKEBITE GRETCHIN** units from my army benefit from the Monster Hunters Stratagem?*

A: No.

Q: When using the Mob Up Stratagem, does either unit count as being destroyed for the purposes of any victory conditions (e.g. First Blood)?

A: No.

Q: When using the Mob Up Stratagem, do any of the rules effects that were being applied to the selected units get applied to the merged unit? For example, if one unit had Advanced or Fallen Back, does the merged unit count as having Advanced or Fallen Back, or if one unit is under the effect of a psychic power, is the merged unit still under its effects?

A: Yes, each rule effect that was being applied to each of the selected units is applied to the merged unit.

*Q: What happens when the Mob Up Stratagem is used to merge a **<CLAN> INFANTRY** unit that has a Clan Kultur with a **<CLAN> INFANTRY** unit without a Clan Kultur?*

A: The merged unit would not have a Clan Kultur. The merged unit only has a Clan Kultur if the selected units both had it.

*Q: When using the Tellyporta Stratagem on a **TRANSPORT**, do I include the Power Rating of units embarked inside when calculating if the Power Rating is 20 or less?*

A: No.

*Q: Do Stratagems used on a **TRANSPORT** affect units embarked within that transport? For example, if I use More Dakka! on a Battlewagon, do any units embarked inside benefit from it? In addition, can you use Stratagems on units embarked within a transport (e.g. can you use Showin' Off on a **BAD MOONS INFANTRY** unit embarked within a Battlewagon)?*

A: No to both.

*Q: If an attack inflicts mortal wounds in addition to the normal damage on a **TRUCK** and the damage is subsequently reduced to 1 as a result of the Ramshackle ability, are the mortal wounds inflicted included in this damage reduction?*

A: No. Any mortal wounds would be inflicted in addition to the damage of 1.

*Q: When the Showin' Off Stratagem is used on a **BAD MOONS INFANTRY** unit, can it select a different target for the second set of attacks?*

A: Yes. The shooting sequence is followed again, thus allowing them to 'choose targets' again.