



## COMBAT PATROL: ORKS

# GORDRANG'S GITSTOMPAS

Nothing gets in the way of Warboss Gordrang's ladz. At least, not without being riddled with bullets and rokkits, smashed flat with an assortment of piston-driven klaws, then trampled into the mud by a stampede of bellowing lunatics. What Gordrang lacks in subtlety – and it's a lot – is more than made up for by the brute savagery and resilience of his horde, who live to rampage across battlefield after battlefield and hurl themselves into every fight they can find.

This Combat Patrol includes the units shown below.

### A Warboss Gordrang (1 model)

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

### B Boyz (10 models)

- 1 Boss Nob is equipped with: slugga; big choppa.
- 5 Boyz are equipped with: slugga; choppa.
- 3 Boyz are equipped with: shoota; close combat weapon.
- 1 Boy is equipped with: big shoota; close combat weapon.

### C Boyz (10 models)

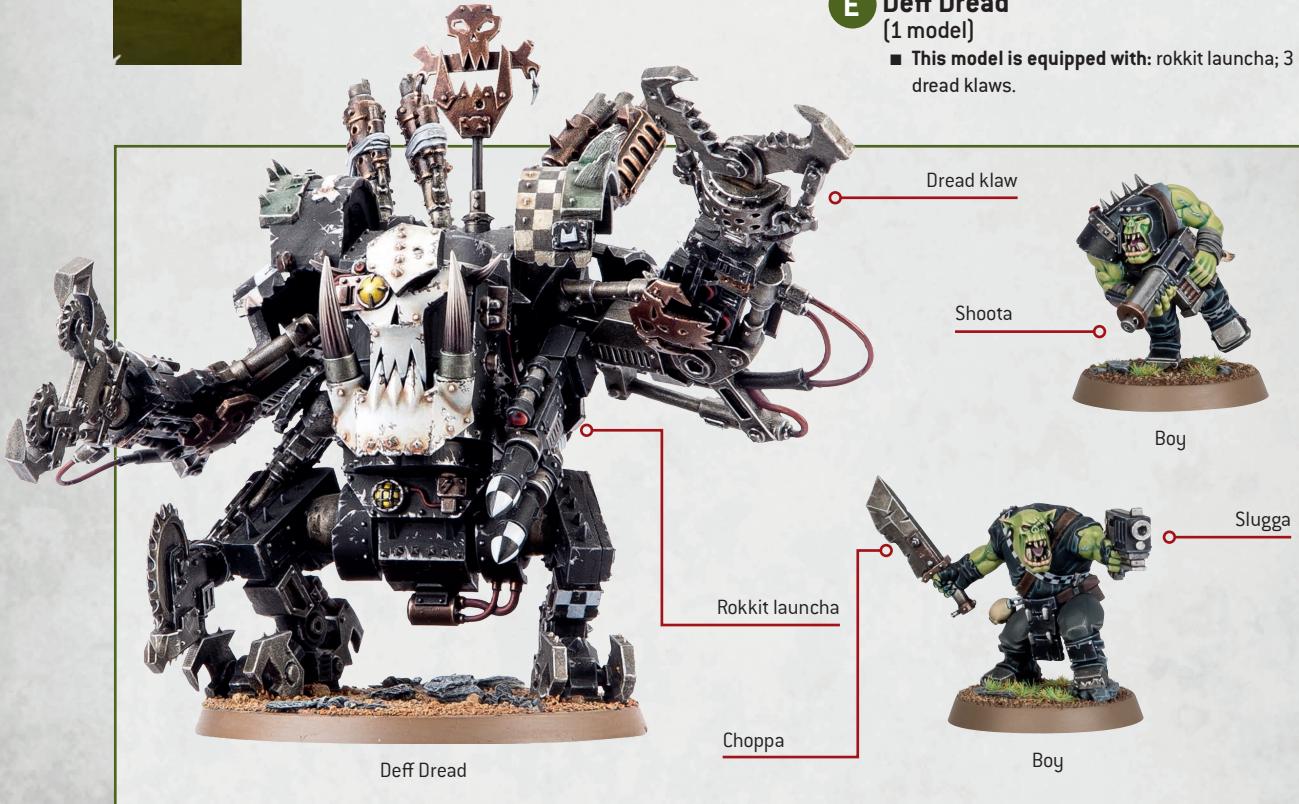
- 1 Boss Nob is equipped with: slugga; power klaw.
- 5 Boyz are equipped with: slugga; choppa.
- 3 Boyz are equipped with: shoota; close combat weapon.
- 1 Boy is equipped with: rokkit launcha; close combat weapon.

### D Deffkoptas (3 models)

- 1 model is equipped with: kustom mega-blasta; slugga; spinnin' blades.
- 2 models are equipped with: kopta rokkits; slugga; spinnin' blades.

### E Deff Dread (1 model)

- This model is equipped with: rokkit launcha; 3 dread klaws.





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## ABILITIES

The datasheets required to use Gordrang's Gitstompas can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Waaagh! – that is referenced on each unit's datasheet, and is described below.

### WAAAGH!

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

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.

## ENHANCEMENTS

Your **WARBOSS** model is your **WARLORD** and has the Grizzled Skarboy Enhancement. You can replace this with Tellyporta.

### DEFAULT ENHANCEMENT

#### GRIZZLED SKARBOY

*The more fights an Ork survives, the bigger, meaner, and more covered in leathery scars he becomes. Many Warbosses boast a gnarled green hide as tough as any conventional body armour and are capable of shrugging off the sort of firepower that would cripple a light tank.*

Each time a ranged attack is allocated to the bearer, halve the Damage characteristic of that attack.

OR

### OPTIONAL ENHANCEMENT

#### TELLYPORTA

*What Ork teleportation technology lacks in safety measures, accuracy, reliability, blueprints or indeed the most basic comprehension of its functions by those who use it, it more than makes up for in its ability to catapult mobs of bellowing Orks through the warp and directly into the teeth of their horrified foes.*

In the Declare Battle Formations step, select one **BOYZ** unit from your army. Until the end of the battle, the bearer and every model in that **BOYZ** unit have the Deep Strike ability. When setting these units up on the battlefield using the Deep Strike ability, they must be set up in the same turn and within 3" of each other.

## SECONDARY OBJECTIVES

You will use the Stomp 'Em secondary objective. You can replace this with Proper Lootin'.

### DEFAULT SECONDARY OBJECTIVE //

#### STOMP 'EM

*Ork battle strategy rarely stretches far beyond singling out their victims, piling onto them with choppas swinging, and engaging in an orgy of gratuitous violence that doesn't peter out until the last of the foe stops twitching. Fortunately for these brutish xenos, it is an approach at which they naturally excel.*

From the second battle round onwards, at the start of the battle round, select one enemy unit that is not destroyed to be your army's target. At the end of the battle round, you score 3VP if your army's target for that battle round was destroyed by a melee attack made by an **ORKS** model from your army.

OR

### OPTIONAL SECONDARY OBJECTIVE //

#### PROPER LOOTIN'

*Be it priceless technological artefacts, heaps of guns and ammo, a nifty statue ideal for target practice, or just a pile of especially shiny rocks, Orks will happily rip it to bits for salvage and – more often than not – find a way to seriously injure people with it.*

At the end of your Command phase, for each objective marker you control that is not within your deployment zone and has not yet been looted by your army, you can attempt to loot it. You can loot an objective marker if one or more **ORKS** units from your army are within range of that objective marker and those units are not within Engagement Range of one or more enemy units. If this is the case, roll one D6: on a 2-4, your army has looted that objective marker and you score 3VP; on a 5+, your army has looted that objective marker and you score 5VP.

## STRATAGEMS

You can use the following Stratagems:

#### GET STUCK IN

##### GORDRANG'S GITSTOMPAS – BATTLE TACTIC STRATAGEM

*Orks hurl themselves into close-quarters combat with unalloyed eagerness bordering on delight.*

**WHEN:** Fight phase.

**TARGET:** One **ORKS** unit from your army that has not been selected to fight this phase.

**EFFECT:** Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

#### BRUTAL BUT KUNNIN'

##### GORDRANG'S GITSTOMPAS – STRATEGIC PLOY STRATAGEM

*Subtle, Orks are not, but their seemingly random outbursts of violence and healthy dose of feral cunning make them unpredictable – and thus even more dangerous – foes.*

**WHEN:** Your Charge phase.

**TARGET:** One **ORKS INFANTRY** unit from your army.

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

#### KRUMP DA GITZ!

##### GORDRANG'S GITSTOMPAS – STRATEGIC PLOY STRATAGEM

*While Orks delight in the deafening din and ferocious recoil of a good firefight, they take a dim view of the foe shooting them before they can get stuck into a proper hand-to-hand brawl. Such unsporting behaviour is likely to provoke a swift and violent response.*

**WHEN:** Your opponent's Shooting phase, just after an enemy unit has finished making its attacks.

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

**EFFECT:** Your unit can make a Normal move of up to D6", but must end that move as close as possible to that enemy unit.

## WARBOSS GORDRANG

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



### Combat Patrol Datasheet

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, Gordrang makes a mockery of such underhanded tactics, much to the terror of his foes.

#### RANGED WEAPONS

Big shoota [RAPID FIRE 2]

RANGE	A	BS	S	AP	D
36"	3	4+	5	0	1

#### MELEE WEAPONS

'Uge choppa

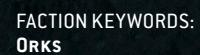
RANGE	A	WS	S	AP	D
Melee	4	2+	12	-2	2

### ABILITIES

FACTION: Waaagh!

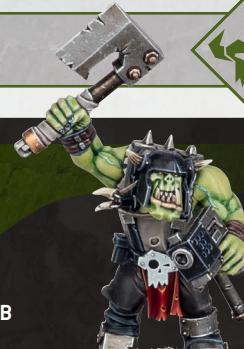
**Dead 'ard:** When you call a Waaagh!, until the start of the next battle round, this model has the Feel No Pain 4+ ability.

KEYWORDS: INFANTRY, CHARACTER, WARBOSS, GORDRANG



## BOYZ

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



### Combat Patrol Datasheet

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.

#### RANGED WEAPONS

Big shoota [RAPID FIRE 2]

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

Rokkit launcha [BLAST]

RANGE	A	BS	S	AP	D
24"	D3	5+	9	-2	3

Shoota [RAPID FIRE 1]

RANGE	A	BS	S	AP	D
18"	2	5+	4	0	1

Slugga [PISTOL]

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

#### MELEE WEAPONS

Big choppa

RANGE	A	WS	S	AP	D
Melee	3	3+	7	-1	2

Choppa

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

Close combat weapon

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

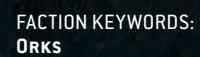
Power klaw

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

### ABILITIES

FACTION: Waaagh!

KEYWORDS: INFANTRY, BATTLELINE, MOB, BOYZ



## DEFFKOPTAS

M	T	SV	W	LD	OC
12"	6	4+	4	7+	2
<b>6+</b>					<b>INVULNERABLE SAVE</b>



## Combat Patrol Datasheet

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.

### RANGED WEAPONS

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

### MELEE WEAPONS

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

KEYWORDS: VEHICLE, FLY, DEFFKOPTAS

### ABILITIES

CORE: Deep Strike

FACTION: Waaagh!

FACTION KEYWORDS:  
ORKS

## DEFF DREAD

M	T	SV	W	LD	OC
8"	9	2+	8	7+	3
<b>6+</b>					<b>INVULNERABLE SAVE</b>



## Combat Patrol Datasheet

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

### RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3

### MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Dread klaw [DEAD CHOPPY]	Melee	4	3+	10	-2	3

**Dead Choppa:** The Attacks characteristic of this weapon is increased by 1 for each additional dread klaw this model is equipped with.

### 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.

KEYWORDS: VEHICLE, WALKER, DEFF DREAD

FACTION KEYWORDS:  
ORKS