



ORKS

FACTION PACK: VERSION 1.2

Legal for matched play from 1st April 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

WHAT'S NEW?

- Freebooter Krew detachment: first paragraph changed to:
'At the start of **your Command phase**, select one objective marker. Until the start of **your next Command phase**, that objective marker is your loot objective.'

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TAKTIKAL BRIGADE

The Orks who belong to the Blood Axe clan seek to apply their own brand of taktiks to their endless wars. The most cunning of Blood Axe leaders have adapted the strategies of other species into a unique brand of clandestine warfare that, whilst simplistic, is brutally effective.

DETACHMENT RULE



LISSEN 'ERE

Blood Axe leaders bellow actual orders to the ladz under their command.

Once per battle round, in your Command phase or after being set up on the battlefield in your Movement phase, each **BOSS SNIKROT**, **MEK** and **WARBOSS** model in your army can issue Taktiks abilities.

To do so, select one of the Taktiks abilities below and select one friendly **ORKS** unit within 6" of that model to issue them to. That model must take a Leadership test: if failed, the selected unit suffers 1 mortal wound. Until the start of your next Command phase, the selected unit is affected by the selected Taktik. A unit cannot have Taktiks issued to it in this way more than once per battle round.

Taktiks abilities cannot be issued to Battle-shocked units, and if a unit affected by Taktiks becomes Battle-shocked, all Taktiks cease to affect that unit while it is Battle-shocked.

Get Stuck In: You can re-roll Charge rolls made for this unit.

Get On Wiv It: Add 1 to the Strength characteristic of melee weapons equipped by models in this unit.

Sneaky Stalkin': **INFANTRY** and **MOUNTED** models (excluding **MEGANOBZ**) in this unit have the Stealth ability and each time a ranged attack targets this unit, those models have the Benefit of Cover against that attack.

Shoota Drills: Each time an **INFANTRY** or **MOUNTED** model in this unit makes a ranged attack, add 1 to the Hit roll.

KEYWORDS



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

ENHANCEMENTS



SKWAD LEADER

An exemplar of the Blood Axes' devious arts, this Warboss leads mobs of cunning Kommandos to battle.

WARBOSS INFANTRY model only. During the Declare Battle Formations step, the bearer can be attached to a **KOMMANDOS** unit. While leading a **KOMMANDOS** unit, it has the Infiltrators and Stealth abilities.

MEK KAPTIN

Whilst Flash Gitz hate discipline of any sort, particularly militant Meks can keep them in line with a combination of brutal discipline and the promise of shiny gubbinz.

BIG MEK, **BIG MEK IN MEGA ARMOUR** or **BIG MEK WITH SHOKK ATTACK GUN** model only. During the Declare Battle Formations step, the bearer can be attached to a **FLASH GITZ** unit. Each time a model in the bearer's unit makes a ranged attack, you can re-roll the Hit roll.

MORK'S KUNNIN'

Possessed of an exceptionally keen mind – for an Ork at least – this boss matches wits with his opponents, holding his ladz back until an opportune moment arrives.

ORKS model only. After both players have deployed their armies, select up to three **ORKS** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

GOB BOOMER

Cobbled together from the remains of a humie vox-caster, this device amplifies this Ork's already booming voice, carrying their bellowed orders further.

WARBOSS or **MEK** model only. Each time the bearer issues Taktiks, it can do so to a friendly **ORKS INFANTRY** or **ORKS MOUNTED** unit within 18", instead of 6".



DAT'S OURS

TAKTIKAL BRIGADE – STRATEGIC PLOY STRATAGEM

A few Orks, particularly those of the Blood Axe Clan, can resist their destructive urges long enough to prioritise the seizing of objectives.

1CP

WHEN: Command phase.

TARGET: One **ORKS** unit from your army that is within Engagement Range of one or more enemy units.

EFFECT: Until the start of the next Command phase, add 1 to the Objective Control characteristic of models in your unit.



FIGHT PROPPA

TAKTIKAL BRIGADE – BATTLE TACTIC STRATAGEM

Some deviant Blood Axes go so far as to practise hand-to-hand combat, tailoring fighting styles to specific types of enemies.

1CP

WHEN: Fight phase.

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

EFFECT: Select the [SUSTAINED HITS 1] or [LETHAL HITS] ability. Until the end of the phase, melee weapons equipped by models in your unit have the selected ability.



TAKTIKAL RETREAT

TAKTIKAL BRIGADE – STRATEGIC PLOY STRATAGEM

Blood Axes feel no shame in retreating from a fight, particularly if the boss wants someone else duffed up.

1CP

WHEN: Your Movement phase, just after an **ORKS** unit from your army Falls Back.

TARGET: That **ORKS** unit.

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



KRUNCHIN' DESCENT

TAKTIKAL BRIGADE – BATTLE TACTIC STRATAGEM

With their rocket packs at full throttle, Stormboyz plummet to smash into their foes with bone-crushing force.

1CP

WHEN: Your Charge phase, just after a **STORMBOYZ** unit from your army ends a Charge move.

TARGET: That **STORMBOYZ** unit.

EFFECT: Select one enemy unit within Engagement Range of your unit, then roll one D6 for each model in your unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).



ON TO DA NEXT

TAKTIKAL BRIGADE – STRATEGIC PLOY STRATAGEM

Seeing little value in pursuing fleeing foes, Blood Axe mobs turn their attention towards the next fight or press towards whatever cache of shiny gubbinz the boss desires.

1CP

WHEN: Your opponent's Movement phase, just after an enemy unit Falls Back.

TARGET: One **ORKS** unit from your army that was within Engagement Range of that enemy unit at the start of the phase.

EFFECT: Your unit can make a Normal move of up to 6".



DED SNEAKY

TAKTIKAL BRIGADE – STRATEGIC PLOY STRATAGEM

Utilising camouflage, cover or misdirection, these Orks slip away to prepare their next ambush, leaving their foes staring at thin air.

1CP

WHEN: End of your opponent's Fight phase.

TARGET: One **KOMMANDOS** or **STORMBOYZ** unit from your army that is not within Engagement Range of one or more enemy units.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.





MORE DAKKA!

Of all the Ork manias, few are as widespread as the love of heavy firepower. Temporarily united by a shared love of loud and destructive dakka, hordes of similarly obsessed Orks can produce storms of killing fire capable of felling even the most heavily armoured of enemies.

DETACHMENT RULE



DAKKA! DAKKA! DAKKA!

Orks have no real concept of ammunition preservation, instead tending to hold the trigger down until their ammunition runs dry or their weapon falls apart in their hands.

Ranged weapons equipped by **ORKS INFANTRY** and **ORKS WALKER** models from your army have the **[ASSAULT]** ability.

While the Waaagh! is active for your army, during your Shooting phase, ranged weapons equipped by **ORKS INFANTRY** and **ORKS WALKER** models from your army have the **[SUSTAINED HITS 1]** ability.

ENHANCEMENTS



DA GOBSHOT THUNDERBUSS

Requiring an entire chest of teef to be loaded into its breach before each shot, the Gobshot Thunderbuss' worky gubbinz plates its unconventional ammunition in gold before firing it in an inescapable cone of fanged death. Not only can this madcap weapon sweep away swathes of enemies with every shot, it also fires a literal fortune in teef every time, proclaiming its owner's obscene wealth in the process.

ORKS model only. Ranged weapons equipped by the bearer have the **[DEVASTATING WOUNDS]** and **[HAZARDOUS]** abilities.

DEAD SHINY SHOOTAS

Rumoured to have been made by Big Mek Buzzgob, da Dead Shiny Shootas are a set of multi-barrelled brutes packed full of dakka. The guns kick out a deafening storm of hot lead, much to the enjoyment of the Orks pulling the triggers, their volume of fire so great that even the most inaccurate shooter can land a respectable number of hits.

ORKS model only. Ranged weapons equipped by models in the bearer's unit have the **[RAPID FIRE 1]** ability.

TARGETIN' SQUIGS

The flashiest gitz have specially-bred targetin' squigs mounted atop their favourite shoota. It's not certain whether these creatures actually aid the bearer or not as they cling for dear life atop their perches, which are inevitably the biggest shoota the owner has, as nothing aids accuracy like firing so many shots that you just can't miss.

ORKS model only. Each time a model in the bearer's unit makes a ranged attack, add 1 to the Hit roll.

ZOG OFF AND EAT DAKKA!

There's no point in having the loudest and flashiest shoota if gitz don't let ya fire them. This Ork will even go so far as to avoid a punch up in order to fire his snazzy weapons.

ORKS model only. The bearer's unit is eligible to shoot in a turn in which it Fell Back.



ORKS IS STILL ORKS

MORE DAKKA! – BATTLE TACTIC STRATAGEM

Even though they may be armed with the flashiest shootas, when enemies stray within arms reach, an Orks first and strongest instinct is to use their snazzy shoota as a cudgel, and bash their foe to a pulp.

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 an attack that targets an enemy unit, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.



GET STUCK IN, LADZ!

MORE DAKKA! – EPIC DEED STRATAGEM

Lashing out with ferocious blows and bellowing loud enough to burst eardrums, the biggest Ork present persuades his ladz to fight even harder.

WHEN: Your Command phase.

TARGET: One **ORKS** unit from your army (excluding **GRETCHIN** units).

EFFECT: Until the start of your next Command phase, the Waaagh! is active for your unit, even if you have already called a Waaagh! this battle.

Designer's Note: *This means that any abilities that are in effect while the Waaagh! is active for your army will be in effect for your unit.*



HUGE SHOW-OFFS

MORE DAKKA! – EPIC DEED STRATAGEM

The pilots of the biggest Orky war machines are prone to showing off when the dakka starts flying. After all, they have a reputation to uphold.

WHEN: Your Command phase.

TARGET: One **ORKS WALKER** unit (excluding **KILLA KANS**) from your army.

EFFECT: Until the start of your next Command phase, improve your unit's Move, Leadership and Objective Control characteristics by 1, and each time a model in your unit makes an attack, add 1 to the Hit roll.



LONG, UNCONTROLLED BURSTS

MORE DAKKA! – BATTLE TACTIC STRATAGEM

When facing off against sneaky gitz who like to lurk in cover, most Orks believe the most effective strategy is to fire off so many bullets and munitions that something is bound to hit the target.

WHEN: Your Shooting phase.

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

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[IGNORES COVER]** ability.



SPESHUL SHELLS

MORE DAKKA! – WARGEAR STRATAGEM

Nothing helps a round punch through armour better than stuffing it full of extra propellant.

WHEN: Your Shooting phase.

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

EFFECT: Until the end of the phase, each time a model in your unit makes a ranged attack that targets the closest eligible target within 18", improve the Armour Penetration characteristic of ranged weapons equipped by models in your unit by 1.



CALL DAT DAKKA?

MORE DAKKA! – STRATEGIC PLOY STRATAGEM

Gun-crazed mobs of Orks take incoming fire as a primal challenge, one that must be answered with an even bigger show of dakka.

WHEN: Your opponent's Shooting phase, just after an enemy unit has shot.

TARGET: One **ORKS** unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks.

EFFECT: Your unit can shoot as if it were your Shooting phase, but must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.





FREEBOOTER KREW

Ork Freebooterz are the most selfish, acquisitive and merciless of their kind. Kicked out of their tribes for failing to respect even the brutal structures of Orkoid society, they find their way into the company of equally shifty gits and form Freebooter krewz. Freebooterz typically sail the void aboard kroozers bristling with guns and boarding craft, and take every opportunity to pillage and destroy everything in their path. When Freebooter Krewz gather under the banner of an especially ambitious and cunning Kaptin, they form pirate fleets that can endanger even fortified worlds and full-fledged battle stations. Any manner of Ork can become a Freebooter – though the most iconic of their kind are the gunned-up show-offs known as Flash Gitz – and so their krewz may include mobs of Boyz and Grots, hurtling packs of bad Ork Bikerboyz, piratical Beast Snaggas, fleets of trophy-festooned Battlewagons and more besides. The only unifying features are the Freebooterz' greed for loot of every kind, and their willingness to do just about anything to get their talons on it.

DETACHMENT RULE



HERE BE LOOT

Grabbing loot is a Freebooter's favourite pastime, followed closely by bludgeoning senseless anyone stupid enough to try to stop him doing so – or, even worse, seeking to take the loot for themselves.

At the start of your Command phase, select one objective marker. Until the start of your next Command phase, that objective marker is your loot objective.

Each time a model in an **ORKS INFANTRY**, **ORKS MOUNTED** or **ORKS WALKER** unit from your army makes an attack, that attack has the [SUSTAINED HITS 1] ability if either or both of the following are true:

- That model's unit is within range of your loot objective.
- That attack targets a unit within range of your loot objective.

ENHANCEMENTS



DA KAPTIN

Kaptins are experts in violently motivating their lads in the pursuit of even more loot.

WARBOSS model only. Once per battle round, at the start of any phase, you can select one friendly **ORKS** unit that is Battle-shocked and within 12" of the bearer. That unit suffers D3 mortal wounds and it is no longer Battle-shocked.

GIT-SPOTTER SQUIG

Wealthy Freebooterz can afford augmetically enhanced Git-spotter Squigs to sit on their shoulders and spot gits.

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

BIONIK WORKSHOP

Bad Meks and Doks are sought after by Freebooterz to provide cybork bioniks for those with the teef to pay.

BIG MEK or **PAINBOY** model only. At the start of the battle, roll one D3 and compare the result to the list below. Until the end of the battle, models in the bearer's unit have that bioniks ability.

1. **Bionik Legs:** Add 2" to the Move characteristic of this model.
2. **Bionik Arms:** Add 1 to the Strength characteristic of melee weapons equipped by this model.
3. **Bionik Bonce:** Improve the Weapon Skill characteristic of melee weapons equipped by this model by 1.

RAZGIT'S MAGIK MAP

Stolen from a humie cogboy, this remarkable digital map helps Freebooterz outwit their enemies.

ORKS model only. After both players have deployed their armies, select up to three **ORKS INFANTRY** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.



BASH AND GRAB

FREEBOOTER KREW – BATTLE TACTIC STRATAGEM

Freebooterz waste no time getting violently stuck into anyone unwise enough to try to keep prized loot out of their grasping claws.

WHEN: The 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 an attack that targets an enemy unit within range of the loot objective, you can re-roll the Wound roll.



GRAB AND BASH

FREEBOOTER KREW – STRATEGIC PLOY STRATAGEM

Few warriors in the galaxy fight with greater brutality than a Freebooter determined to hang onto his loot.

WHEN: Your Command phase.

TARGET: One **ORKS** unit from your army (excluding **GRETCHIN** units) that is within range of the loot objective.

EFFECT: Until the start of your next Command phase, the Waaagh! is active for your unit, even if you have already called a Waaagh! this battle.

Designer's Note: *This means that any abilities that are in effect while the Waaagh! is active for your army will be in effect for your unit.*



BOARDIN' RUSH

FREEBOOTER KREW – BATTLE TACTIC STRATAGEM

Having cut their gold-plated fangs storming aboard hostile warships, these Freebooterz are good at getting stuck straight into the enemy.

WHEN: Your Movement phase.

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

EFFECT: Until the end of the phase, each time your unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.



DECK FRAGGERS

FREEBOOTER KREW – STRATEGIC PLOY STRATAGEM

Invented by some sadistic Bad Mek, these shrapnel-packed rounds of kustom ammunition are excellent for scything down tight-packed enemy infantry.

WHEN: Your Shooting phase.

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

EFFECT: Until the end of the phase, each time a model in your unit targets an **INFANTRY** unit with a ranged weapon, that weapon has the **[BLAST]** ability.



ROLLING LOOT-HEAP

FREEBOOTER KREW – STRATEGIC PLOY STRATAGEM

Just because an enemy vehicle is still mobile and fighting doesn't stop any suitably arrogant Flash Gitz from claiming it as their loot, especially when their snazzguns are more than capable of explosively backing up that claim.

WHEN: Your Shooting phase.

TARGET: One **FLASH GITZ** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[ANTI-VEHICLE 4+]** ability.



KRUMP AND RUN

FREEBOOTER KREW – STRATEGIC PLOY STRATAGEM

Freebooterz are unscrupulous pirates through and through, always on the look out for new looting opportunities and sometimes even willing to forgo a good punch up in favour of hauling away their riches.

WHEN: Your opponent's Movement phase, just after an enemy unit falls back.

TARGET: One **ORKS** unit from your army that was within engagement range of that enemy unit at the start of the phase and is not within range of one or more enemy units.

EFFECT: Your unit can make a Normal move of up to 6".

BREAKA BOYZ

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



☯ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Rokkit pistol [PISTOL]	12"	1	5+	9	-2	3
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1
Knucklebustas [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, TWIN-LINKED]	Melee	5	3+	5	-1	1
Smash hammer [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	2	3+	6	-2	3
Tankhammer [ANTI-MONSTER 4+, ANTI-VEHICLE 4+, DEVASTATING WOUNDS, HAZARDOUS]	Melee	2	3+	6	-2	3

ABILITIES

FACTION: Waaagh!

Trophy Hunters: Each time this unit declares a charge, you can re-roll the Charge 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, GRENADES, BREAKA BOYZ



FACTION KEYWORDS:
ORKS

BREAKA BOYZ

Breaka Boyz dismantle the foe's war engines and defences with well-placed krumpings from their smash hammers. Some use a pair of brutal knucklebustas, while the more addled opt for a tankhammer: a rokkit strapped to a big metal stick that offers a satisfyingly explosive means of up-close annihilation.



ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **BOYZ** unit, it can be attached to this unit instead.

WARGEAR OPTIONS

- The Boss Nob's smash hammer can be replaced with 1 rokkit pistol.
- One Breaka Boy's smash hammer can be replaced with 1 knucklebustas.
- One Breaka Boy's smash hammer can be replaced with 1 tankhammer.

UNIT COMPOSITION

- 1 Boss Nob
- 5 Breaka Boyz

The Boss Nob is equipped with: rokkit pistol; smash hammer; choppa.

Each Breaka Boy is equipped with: smash hammer.

KEYWORDS: INFANTRY, GRENADES, BREAKA BOYZ



FACTION KEYWORDS:
ORKS

TANKBUSTAS

M

6"

T

5

SV

4+

W

2

LD

7+

OC

1



⦿ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3
Rokkit pistol [PISTOL]	12"	1	5+	9	-2	3

⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1
Close combat weapon	Melee	3	3+	5	0	1
Smash hammer [ANTI-MONSTER 4+, ANTI-VEHICLE 4+]	Melee	2	3+	6	-2	3

ABILITIES

FACTION: Waaagh!

Tank Hunters: Each time a model in this unit makes a ranged 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.

WARGEAR ABILITIES

Pulsa Rokkit: Once per battle, when the bearer's unit is selected to shoot in your Shooting phase, the bearer can use its pulsa rokkit. If it does, until the end of the phase, improve the Strength and Armour Penetration characteristics of ranged weapons equipped by models in the bearer's unit by 1.

KEYWORDS: INFANTRY, GRENADES, TANKBUSTAS



FACTION KEYWORDS:
ORKS

TANKBUSTAS

Tankbustas fixate on blasting enemy vehicles into scrap using barrages of rokkits that detonate in deafening explosions. They wield varied, cobbled-together launchers, and are laden with an arsenal of explosive projectiles, whose dubious reliability is made up for by the Tankbustas' enthusiasm.



ATTACHED UNIT

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **LOOTAS** unit, it can be attached to this unit instead.

WARGEAR OPTIONS

- 1 of the Boss Nob's rokkit pistols can be replaced with 1 smash hammer.
- One Tankbusta can be equipped with one of the following:
 - 1 pulsa rokkit
 - 1 additional rokkit launcha

UNIT COMPOSITION

- 1 Boss Nob
- 5 Tankbustas

The Boss Nob is equipped with: 2 rokkit pistols; choppa.

Each Tankbusta is equipped with: rokkit launcha; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, TANKBUSTAS



FACTION KEYWORDS:
ORKS

GARGANTUAN SQUIGGOTH

M	T	SV	W	LD	OC
10"	13	3+	30	7+	12



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kannon – frag [BLAST]	36"	D6	5+	5	0	1
Kannon – shell	36"	1	5+	9	-2	D6
Supa-kannon [BLAST]	60"	2D6	5+	12	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Huge tusks – strike [LANCE]	Melee	6	3+	14	-3	12
Huge tusks – sweep	Melee	18	3+	9	-2	3

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

KEYWORDS: MONSTER, TITANIC, TOWERING, TRANSPORT, GARGANTUAN SQUIGGOTH



ABILITIES

CORE: **Deadly Demise 2D6, Firing Deck 20**

FACTION: **Waaagh!**

Gargantuan: 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.

Walking Bastion: This model does not suffer the penalty to its Hit rolls for making ranged attacks while enemy units are within Engagement Range of it.

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.

FACTION KEYWORDS:
ORKS

GARGANTUAN SQUIGGOTH

Squiggoths can grow in size indefinitely. The larger they get, the more prized they become in the eyes of Ork Warbosses, whose simple minds see them for the colossal living weapons they are. Kitted out with armour, guns and bellowing passengers, truly giant specimens are walking bastions, their momentum all but unstoppable.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 kannon
 - 1 supa-kannon

UNIT COMPOSITION

- 1 Gargantuan Squiggoth

This model is equipped with: huge tusks.

TRANSPORT

This model has a transport capacity of 20 **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. If this model is equipped with a supa-kannon, it has a transport capacity of 15 **ORKS INFANTRY** models.

KEYWORDS: MONSTER, TITANIC, TOWERING, TRANSPORT, GARGANTUAN SQUIGGOTH



FACTION KEYWORDS:
ORKS



ORKS

UPDATES & ERRATA

Page 94 – Ghazghkull Thraka, Abilities, Ghazghkull's Waaagh! Banner

Change to:

'**Ghazghkull's Waaagh! Banner (Aura):** While a friendly ORKS unit is within 12" of Makari, if the Waaagh! is active for your army, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.'

Page 95 – Warboss, Abilities, Da Biggest and da Best

Change to:

'**Da Biggest and da Best:** While the Waaagh! is active for your army, add 4 to the Attacks characteristic of this model's melee weapons.'

Page 95 – Warboss in Mega Armour, Abilities, Dead Brutal

Change to:

'**Dead Brutal:** While the Waaagh! is active for your army, this model's 'uge choppa has a Damage characteristic of 3.'

Page 98 – Big Mek, Abilities, Shokk-boosta

Change to:

'**Shokk-boosta:** You can re-roll Advance rolls made for this model's unit. In addition, each time this model's unit makes a Normal, Advance or Fall Back move, models in that unit can move through models and terrain features. When doing so, they can move within Engagement Range of such models but cannot end that move within Engagement Range of them, and any Desperate Escape test is automatically passed.'

Page 105 – Zodgrod Worts Nagga, Abilities, Special Dose

Change to:

'**Special Dose:** While the Waaagh! is active for your army, add 6" to the Move characteristic of models in this model's unit.'

Page 107 – Gretchin, Thievin' Scavengers ability

Change to:

'At the start of your Movement phase, roll one D6 for each objective marker you control that has one or more units from your army with this ability within range of it (excluding Battle-shocked units). If one or more of those rolls is a 4+, you gain 1CP.'

Page 109 – Meganobz, Krumpin' Time ability

Change to:

'While the Waaagh! is active for your army, models in this unit have the Feel No Pain 5+ ability.'

Page 117 – Battlewagon, Transport section

Change to:

'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. The GHAZGHKULL THRAKA model takes up the space of 15 models but can only embark within this model if this model is not equipped with an 'ard case, kannon, killkannon or zzap gun.'

Page 128 – Morkanaut, Abilities, Big an' Shooty

Change to:

'**Big an' Shooty:** Each time this model makes a ranged attack, if the Waaagh! is active for your army, add 1 to the Hit roll.'

Page 129 – Gorkanaut, Abilities, Big an' Stompy

Change to:

'**Big an' Stompy:** Each time this model makes a melee attack, if the Waaagh! is active for your army, add 1 to the Hit roll.'

Page 132 – Stompa, Transport section

Change to:

'This model has a transport capacity of 22 ORKS INFANTRY models. Each MEGA ARMOUR or JUMP PACK model takes up the space of 2 models. The GHAZGHKULL THRAKA model takes up the space of 15 models.'

FAQS

Q: If a unit has an ability that checks if the Waaagh! is active for your army in order for that ability to take effect (e.g. the Meganobz' Krumpin' Time ability), does that ability take effect if another rule makes the Waaagh! active for that unit (e.g. the Bully Boyz Detachment rule)?

A: Yes.

Q: If a CHARACTER is attached to a unit of Meganobz at the start of a battle round in which I called a Waaagh!, but the Bodyguard unit is destroyed before the end of that battle round, does the surviving CHARACTER keep the Feel No Pain 5+ ability conferred by the Meganobz' Krumpin' Time ability until that Waaagh! ends, or does it lose that Feel No Pain 5+ ability once it is no longer an Attached unit?

A: It loses the Feel No Pain 5+ ability once it is no longer an Attached unit.

Q: Can my opponent use the Fire Overwatch Stratagem when I remove Boss Snikrot's unit from the battlefield using his Kunnin' Infiltrator ability?

A: No.

Q: *Can my opponent use the Fire Overwatch Stratagem when I set Boss Snikrot's unit back up the battlefield using his Kunnin' Infiltrator ability?*

A: Yes, unless he is leading a unit of Kommandos when he is set back up (due to their Sneaky Gitz ability).

Q: *If a model has an ability that triggers when you call a Waaagh! and that model is embarked within a **TRANSPORT** when this happens (e.g. a Warboss' Da Biggest and da Best ability), does that ability take effect?*

A: No. Abilities do not take effect while units are embarked within **TRANSPORTS** unless they explicitly state otherwise.

Q: *When using the Conniving Runts Stratagem, to be able to make the Normal move as part of the Stratagem, do I need to roll a 4+ and have inflicted any mortal wounds?*

A: No.

Q: *In the Effect section of the Go Get 'Em! Stratagem there is an additional effect if my unit contains 10 or more models. When do I check if my unit has 10 or more models?*

A: This is checked after the attacking unit has shot.

Q: *Can a unit equipped with multiple Bomb Squigs use its Bomb Squig ability more than once each phase?*

A: No.

UFTHAK BLACKHAWK

WARHAMMER LEGENDS

M

6"

T

5

SV

4+

W

6

LD

6+

OC

1

5+

INVULNERABLE SAVE



⦿ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Shokk rifle [DEVASTATING WOUNDS, HAZARDOUS, PRECISION]	24"	1	4+	8	-2	D6+1

⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Princess' jaws [EXTRA ATTACKS]	Melee	2	4+	4	0	1
Snazzhammer [DEVASTATING WOUNDS]	Melee	4	3+	10	-2	2

ABILITIES

CORE: Leader

FACTION: Waaagh!

Tellyporta Tech: While this model is leading a unit, models in that unit have the Deep Strike ability.

Gargantsmasha: Each time this model makes an attack that targets a TITANIC unit, you can re-roll the Hit roll and you can re-roll the Wound roll.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, EPIC HERO, WARBOSS, UFTHAK BLACKHAWK



FACTION KEYWORDS: ORKS



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Ufthak Blackhawk - EPIC HERO

This model is equipped with: shokk rifle; snazzhammer; Princess' jaws.

LEADER

This model can be attached to the following units:

- BOYZ
- NOBZ

KEYWORDS: INFANTRY, CHARACTER, GRENADES, EPIC HERO, WARBOSS,
UFTHAK BLACKHAWK







FACTION KEYWORDS:
ORKS


KANNONWAGON

WARHAMMER LEGENDS

M T SV W LD OC
12" 10 4+ 16 7+ 4
6+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1
 Supa-kannon – frag [BLAST]	36"	D6+3	5+	5	0	1
 Supa-kannon – shell	36"	1	5+	9	-2	D3+3

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Spiked ram	Melee	3	4+	8	0	1

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

KEYWORDS: VEHICLE, TRANSPORT, KANNONWAGON

ABILITIES

CORE: **Deadly Demise D6, Firing Deck 6**

FACTION: **Waaagh!**

Big Booms: In your Shooting phase, just after selecting a target for this model's supa-kannon, roll one D6 for the target unit and every other unit within 3" of that unit: on a 5+, the unit being rolled for is struck by a concussive wave. After this model has finished making its attacks against that target unit this phase, each unit struck by a concussive wave this phase suffers D3 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.



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 Kannonwagon

This model is equipped with: supa-kannon; spiked ram.

TRANSPORT

This model has a transport capacity of 6 **ORKS INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models. This model cannot transport **GHAZGHKULL THRAKA** models.

KEYWORDS: **VEHICLE, TRANSPORT, KANNONWAGON**



FACTION KEYWORDS:
ORKS

DA RED GOBBO

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kustom grot blasta [DEVASTATING WOUNDS, PISTOL]	12"	D3	4+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Icon of da Revolushun [DEVASTATING WOUNDS]	Melee	3	4+	3	0	1

ABILITIES

CORE: Leader

FACTION: Waaagh!

Da Revolushun! While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.

Has Yoo Been a Good Little Grot This Year?: Once per battle, in your Shooting phase, you can target this model's unit with the Grenade Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, EPIC HERO, GROTS, DA RED GOBBO



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Da Red Gobbo – EPIC HERO

This model is equipped with: kustom grot blasta; Icon of da Revolushun.

LEADER

This model can be attached to the following unit:

- GRETCHIN

KEYWORDS: INFANTRY, CHARACTER, GRENADES, EPIC HERO, GROTS, DA RED GOBBO



FACTION KEYWORDS:
ORKS



PAINBOY ON WARBIKE

WARHAMMER LEGENDS

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

6+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin dakkagun [ASSAULT, RAPID FIRE 2, TWIN-LINKED]	18"	3	5+	5	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
'Urty 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 'urty syringe scores a Critical Wound against a unit (excluding **VEHICLE** units), that unit suffers D6 mortal wounds.

KEYWORDS: MOUNTED, SPEED FREES, CHARACTER, PAINBOY ON WARBIKE



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- This model's power claw can be replaced with 1 killsaw.

UNIT COMPOSITION

- **1 Painboy on Warbike**

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

LEADER

This model can be attached to the following unit:

- **WARBIKERS**

KEYWORDS: MOUNTED, SPEED FREEKS, CHARACTER, PAINBOY ON WARBIKE



FACTION KEYWORDS:
ORKS


WARTRAKKS

WARHAMMER LEGENDS

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

6+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Rack of rokkits [BLAST]	24"	D3+1	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
Spiked wheel	Melee	2	4+	6	0	1

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.

KEYWORDS: MOUNTED, SPEED FRECKS, WARTRAKKS



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- Any number of models can each have their twin big shoota replaced with 1 rack of rokkits.

UNIT COMPOSITION

- 1-2 Wartrakks

Every model is equipped with: twin big shoota; spiked wheel.

SPEED FREEKS

If a model from your army with the Leader ability can be attached to a **WARBIKERS** unit, it can be attached to this unit instead.

KEYWORDS: MOUNTED, SPEED FREEKS, WARTRAKKS



FACTION KEYWORDS:
ORKS

SKORCHAS

WARHAMMER LEGENDS

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

6+

INVULNERABLE SAVE

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Skorcha [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Spiked wheel	Melee	2	4+	6	0	1

ABILITIES

FACTION: **Waaagh!**

Pyromaniaks: Each time a model in this unit makes a ranged attack with a Torrent weapon 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: MOUNTED, SPEED FREES, SKORCHAS



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1-2 Skorchas

Every model is equipped with: skorcha; spiked wheel.

SPEED FREEKS

If a model from your army with the Leader ability can be attached to a **WARBIKERS** unit, it can be attached to this unit instead.

KEYWORDS: MOUNTED, SPEED FREEKS, SKORCHAS





FACTION KEYWORDS:
ORKS

WARBUGGIES

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Rack of rokkits [BLAST]	24"	D3+1	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
Spiked wheels	Melee	3	4+	6	0	1

ABILITIES

FACTION: **Waaagh!**

Outflank: When this unit arrives from Strategic Reserves, it can be set up within your opponent's deployment zone (all other restrictions still apply).

KEYWORDS: MOUNTED, SPEED FRECKS, WARBUGGIES



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- Any number of models can each have their twin big shoota replaced with 1 rack of rokkits.

UNIT COMPOSITION

- 1-2 Warbuggies

Every model is equipped with: twin big shoota; spiked wheels.

SPEED FREEKS

If a model from your army with the Leader ability can be attached to a **WARBIKERS** unit, it can be attached to this unit instead.

KEYWORDS: MOUNTED, SPEED FREEKS, WARBUGGIES






FACTION KEYWORDS:
ORKS


BIG GUNZ

WARHAMMER LEGENDS

M T SV W LD OC
3" 4 5+ 3 8+ 1
6+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
 Kannon – frag [BLAST, HEAVY]	36"	D6	6+	5	0	1
 Kannon – shell [HEAVY]	36"	1	6+	9	-2	D6
Lobba [BLAST, HEAVY, INDIRECT FIRE]	48"	D6	6+	5	0	1
Zzap gun [DEVASTATING WOUNDS, HEAVY]	36"	1	6+	2D6	-3	3

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

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

KEYWORDS: VEHICLE, ARTILLERY, GROTS, BIG GUNZ

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.



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- Any number of models can each have their kannon replaced with one of the following:
 - 1 lobba
 - 1 zzap gun

UNIT COMPOSITION

- 1-2 Big Gunz

Every model is equipped with: kannon; close combat weapons.

BIG GUNZ

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

KEYWORDS: VEHICLE, ARTILLERY, GROTS, BIG GUNZ



FACTION KEYWORDS:
ORKS


DEFFKOPTAS WITH BIG SHOOTAS


WARHAMMER LEGENDS

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

6+

INVULNERABLE SAVE

 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
Twin big shoota [RAPID FIRE 2, TWIN-LINKED]	36"	3	5+	5	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Killsaw	Melee	3	4+	12	-3	2
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.

KEYWORDS: VEHICLE, FLY, GRENADES, DEFFKOPTAS WITH BIG SHOOTAS



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- Any number of models can each have their twin big shoota replaced with one of the following:
 - 1 kopta rockets
 - 1 kustom mega-blasta
 - Any number of models can each be equipped with 1 killsaw.
-

UNIT COMPOSITION

- **3 Deffkoptas with Big Shootas**
Every model is equipped with: slugga; twin big shoota; spinnin' blades.
-

KEYWORDS: **VEHICLE, FLY, GRENADES, DEFFKOPTAS WITH BIG SHOOTAS**







FACTION KEYWORDS:
ORKS

KILL KRUSHA

WARHAMMER LEGENDS

M T SV W LD OC
10" 12 3+ 22 7+ 8
6+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
 Krusha kannon – blast burna [BLAST]	48"	3D6	5+	6	-1	1
 Krusha kannon – tankhamma shell [HEAVY]	60"	1	5+	16	-3	6
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
Tracks and wheels	Melee	6	4+	8	-1	1

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

KEYWORDS: VEHICLE, TITANIC, TRANSPORT, KILL KRUSHA

ABILITIES

CORE: Deadly Demise D6+2, Firing Deck 12

FACTION: Waaagh!

Da Biggest Booms: In your Shooting phase, just after selecting a target for this model's krusha kannon, the target unit and every other enemy **INFANTRY** unit within 3" of that unit must take a Battle-shock test.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 twin big shoota
 - 2 rokkit launchas
 - 1 skorcha
 - This model can be equipped with one of the following:
 - 1 twin big shoota
 - 2 rokkit launchas
 - 1 skorcha
-

UNIT COMPOSITION

- 1 Kill Krusha

This model is equipped with: krusha kannon; tracks and wheels.

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. This model cannot transport **GHAZGHKULL THRAKA** models.

KEYWORDS: **VEHICLE, TITANIC, TRANSPORT, KILL KRUSHA**







FACTION KEYWORDS:
ORKS

DEFF ROLLA BATTLE FORTRESS

WARHAMMER LEGENDS

M T SV W LD OC
10" 12 3+ 22 7+ 8
6+ INVULNERABLE SAVE

 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
Lobba [BLAST, INDIRECT FIRE]	48"	D6	5+	5	0	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
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

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

KEYWORDS: VEHICLE, TITANIC, TRANSPORT, DEFF ROLLA BATTLE FORTRESS

ABILITIES

CORE: Deadly Demise D6+2, Firing Deck 22

FACTION: Waaagh!

Rolling Fortress: Each time a ranged attack is allocated to an **ORKS** model from your army, if that model is not fully visible to every model in the attacking unit because of this **DEFF ROLLA BATTLE FORTRESS** model, that model has the Benefit of Cover against that attack.



DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- This model can be equipped with up to 5 big shootas.
- Each of this model's zzap guns can be replaced with one of the following:
 - 1 lobba
 - 1 kannon
- This model's kannon can be replaced with one of the following:
 - 1 lobba
 - 1 zzap gun
- Each of this model's twin big shootas can be replaced with one of the following:
 - 1 skorcha
 - 1 rokkit launcha

UNIT COMPOSITION

- **1 Deff Rolla Battle Fortress**

This model is equipped with: kannon; 2 twin big shootas; 2 zzap guns; deff rolla.

TRANSPORT

This model has a transport capacity of 22 **ORKS INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models. The Ghazghkull Thraka model takes up the space of 18 models.

KEYWORDS: **VEHICLE, TITANIC, TRANSPORT, DEFF ROLLA BATTLE FORTRESS**



FACTION KEYWORDS:
ORKS


CHINORK WARKOPTA


WARHAMMER LEGENDS

M	T	SV	W	LD	OC
14"	8	4+	10	7+	2

6+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1
Deffgun [RAPID FIRE 1]	48"	2	5+	8	-1	2
Kustom mega-blasta [HAZARDOUS]	24"	3	5+	9	-2	D6
Rattler kannon	24"	6	5+	6	-1	1
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
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3, Deep Strike, Firing Deck 12**

FACTION: **Waaagh!**

Aerial Deployment: If this model starts the game in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

WARGEAR ABILITIES

Big Bombs: Once per battle, after the bearer ends a Normal move, you can select one enemy unit it moved across during that move and roll six D6: for each 4+, that unit suffers 1 mortal wound.

KEYWORDS: **VEHICLE, FLY, TRANSPORT, SPEED FREEKS, CHINORK WARKOPTA**



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- This model can be equipped with up to 2 big bomms.
- This model's big shoota can be replaced with one of the following:
 - 1 kustom mega-blasta
 - 1 rokkit launcha
 - 1 skorcha
- This model's 2 deffguns can be replaced with 2 rattler kannons.

UNIT COMPOSITION

- **1 Chinork Warkopta**

This model is equipped with: big shoota; 2 deffguns; armoured hull.

TRANSPORT

This model has a transport capacity of 12 **ORKS INFANTRY** models. This model cannot transport **GHAZGHKULL THRAKA**, **MEGA ARMOUR** or **JUMP PACK** models.

KEYWORDS: VEHICLE, FLY, TRANSPORT, SPEED FREEKS, CHINORK WARKOPTA





FACTION KEYWORDS:
ORKS

FIGHTA-BOMMER

WARHAMMER LEGENDS

M **20+''**
T **9**
SV **3+**
W **12**
LD **7+**
OC **0**

6+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Grot-guided bomm [BLAST, ONE SHOT, INDIRECT FIRE]	72"	D6	4+	8	-2	2
One Shot: The bearer can only shoot with this weapon once per battle.						
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
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3

FACTION: Waaagh!

Strafing Run: Each time this model makes a ranged attack that targets a unit that cannot **FLY**, add 1 to the Hit roll.

WARGEAR ABILITIES

Small Bomms: Each time the bearer ends a Normal move, you can select one enemy unit it moved across during that move and roll three D6: for each 4+, 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.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, SPEED FREEKS, FIGHTA-BOMMER



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 Grot-guided bomms
 - 2 wing missiles
 - Small bomms
-

UNIT COMPOSITION

- **1 Fighta-Bommer**
This model is equipped with: 3 twin big shootas;
armoured hull.
-

KEYWORDS: VEHICLE, FLY, AIRCRAFT, SPEED FREEKS, FIGHTA-BOMMER





FACTION KEYWORDS:
ORKS

ATTACK FIGHTA

WARHAMMER LEGENDS

M T SV W LD OC
20+" 9 3+ 10 7+ 0
6+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
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
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Waaagh!**

Interceptor: Each time this model makes a ranged attack that targets a unit that can **FLY**, add 1 to the Hit roll.

WARGEAR ABILITIES

Small Bombs: Each time the bearer ends a Normal move, you can select one enemy unit it moved across during that move and roll three D6: for each 4+, that unit suffers 1 mortal wound.

KEYWORDS: **VEHICLE, FLY, AIRCRAFT, SPEED FREEKS, ATTACK FIGHTA**



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- This model can be equipped with 1 wing missiles.
-

UNIT COMPOSITION

- 1 Attack Fighta

This model is equipped with: 2 twin big shootas; small bomms; armoured hull.

KEYWORDS: VEHICLE, FLY, AIRCRAFT, SPEED FREEKS, ATTACK FIGHTA





FACTION KEYWORDS:
ORKS

LIFTA WAGON

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1
Lifta-droppa [ANTI-VEHICLE 3+]	36"	4	5+	6	-3	D6+1
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	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

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Waaagh!**

Da Bigger Dey Are, da Better Dey Drop: Each time an attack made with this model's lifta-droppa destroys an enemy model that has the Deadly Demise ability, that model's Deadly Demise ability inflicts mortal wounds on a D6 roll of 3+ instead of on a 6.

DAMAGED: 1-5 WOUNDS REMAINING

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

KEYWORDS: **VEHICLE, LIFTA WAGON**



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- This model's tracks and wheels can be replaced with 1 deff rolla.
 - This model can be equipped with 1 grabbin' klaw.
 - This model can be equipped with 1 wreckin' ball.
 - This model can be equipped with one of the following:
 - 1 big shoota
 - 2 big shootas
 - 1 big shoota and 1 rokkit launcha
 - 1 rokkit launcha
 - 2 rokkit launchas
-

UNIT COMPOSITION

- 1 Lifta Wagon

This model is equipped with: lifta-droppa; tracks and wheels.

KEYWORDS: **VEHICLE, LIFTA WAGON**



FACTION KEYWORDS:
ORKS

GROT BOMM LAUNCHA

WARHAMMER LEGENDS

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

6+

INVULNERABLE SAVE

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Grot-guided bomms [BLAST, ONE SHOT, INDIRECT FIRE]	72"	D6	4+	8	-2	2

One Shot: The bearer can only shoot with this weapon once per battle.

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Spiked wheel	Melee	2	4+	6	0	1

ABILITIES

FACTION: **Waaagh!**

Furious Barrage: Each time this model makes a ranged attack that targets an enemy unit that contains five or more models, you can re-roll the Hit roll.

KEYWORDS: MOUNTED, SPEED FREEKS, GROTS, GROT BOMM LAUNCHA



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- None
-

UNIT COMPOSITION

- 1 Grot Bomm Launcha

This model is equipped with: Grot-guided bomms; spiked wheel.

KEYWORDS: MOUNTED, SPEED FREEKS, GROTS, GROT BOMM LAUNCHA





FACTION KEYWORDS:
ORKS

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

6+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kombi-weapon <small>[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</small>	24"	1	5+	4	0	1
Kustom mega-blasta <small>[HAZARDOUS]</small>	24"	3	5+	9	-2	D6
Kustom mega-slugga <small>[BLAST, HAZARDOUS]</small>	12"	D3	5+	8	-2	D6
Rokkit launcha <small>[BLAST]</small>	24"	D3	5+	9	-2	3
Shokk attack gun <small>[BLAST, HEAVY]</small>	60"	D6+1	5+	9	-4	D6
Slugga <small>[PISTOL]</small>	12"	1	5+	4	0	1
Twin dakkagun <small>[ASSAULT, RAPID FIRE 2, TWIN-LINKED]</small>	18"	3	5+	5	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Big choppa	Melee	4	3+	7	-1	2
Choppa	Melee	4	3+	5	-1	1
Close combat weapon	Melee	4	3+	5	0	1
Killsaw	Melee	3	4+	12	-3	2
Power klaw	Melee	4	4+	9	-2	2

KEYWORDS: MOUNTED, SPEED FREES, CHARACTER, GRENADES, BIG MEK, BIG MEK ON WARBIKE

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.

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.

WARGEAR ABILITIES

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

FACTION KEYWORDS:
ORKS



WARGEAR OPTIONS

- This model's slugga can be replaced with one of the following:
 - 1 shokk attack gun
 - 1 kustom force field
 - 1 kombi-weapon
 - 1 kustom mega-blasta
 - 1 kustom mega-slugga
 - 1 rokkit launcha
 - 1 big choppa
 - 1 power klaw
 - This model's choppa can be replaced with one of the following:
 - 1 kombi-weapon
 - 1 kustom mega-blasta
 - 1 kustom mega-slugga
 - 1 rokkit launcha
 - 1 big choppa
 - 1 killsaw
 - 1 power klaw
-

KEYWORDS: MOUNTED, SPEED FREEKS, CHARACTER, GRENADES, BIG MEK,
BIG MEK ON WARBIKE

UNIT COMPOSITION

- **1 Big Mek on Warbike**

This model is equipped with: slugga; twin dakkagun; choppa; close combat weapon.

LEADER

This model can be attached to the following unit:

- **WARBIKERS**
-

FACTION KEYWORDS:
ORKS





BOSS ZAGSTRUK

WARHAMMER LEGENDS

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

5+

INVULNERABLE SAVE

 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 Claws 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.

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



FACTION KEYWORDS:
ORKS

BOSS ZAGSTRUK

WARHAMMER LEGENDS

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



MAD DOK GROTSNIK

WARHAMMER LEGENDS

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

5+

INVULNERABLE SAVE

 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
'Urty 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.

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



FACTION KEYWORDS:
ORKS

MAD DOK GROTSNIK

WARHAMMER LEGENDS

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; 'urty syringe.

LEADER

This model can be attached to the following units:

- **BOYZ**
- **BURNA BOYZ**
- **TANKBUSTAS**
- **LOOTAS**
- **NOBZ**

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





FACTION KEYWORDS:
ORKS

NOB WITH WAAAGH! BANNER

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kustom shoota [RAPID FIRE 2]	18"	4	5+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Waaagh! banner	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

WARHAMMER LEGENDS

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

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

BIG MEK WITH KUSTOM FORCE FIELD

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	5	4+	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
Choppa	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, MEK, BIG MEK, BIG MEK WITH KUSTOM FORCE FIELD**



FACTION KEYWORDS: **ORKS**

BIG MEK WITH KUSTOM FORCE FIELD

WARHAMMER LEGENDS

Projected from a mass of whirly bits and alarmingly sparking worky gubbinz, 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, MEK, BIG MEK,
BIG MEK WITH KUSTOM FORCE FIELD



FACTION KEYWORDS:
ORKS




KAPTIN BADRUKK


WARHAMMER LEGENDS


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

4+

INVULNERABLE SAVE

 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 BADRUKK

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

FACTION KEYWORDS:
ORKS



KAPTIN BADRUKK

WARHAMMER LEGENDS

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 BADRUKK





FACTION KEYWORDS:
ORKS

GROT TANKS

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	6	3+	5	8+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Grot tank shoota [DEVASTATING WOUNDS, RAPID FIRE 2]	36"	3	4+	5	0	1
Grotzooka [BLAST, IGNORES COVER]	18"	D3+3	4+	6	-1	1
Kustom mega-blasta [HAZARDOUS]	24"	2	4+	9	-2	D6
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
Ramshackle hull	Melee	3	5+	6	0	1

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Waaagh!**

Scatter!: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

KEYWORDS: **VEHICLE, GROTS, GROT TANKS**



FACTION KEYWORDS:
ORKS

Grot tanks are the product of the deranged imaginations of grot riggers and scavs that have spent too long basking in the mad genius of the Big Meks. Diminutive imitations of far larger Ork war machines, these ramshackle creations are a natural accompaniment to their pilots' cunning ways of war.

WARGEAR OPTIONS

- Any number of models can each have their Grot tank shoota replaced with one of the following:
 - 1 grotzooka
 - 1 kustom mega-blasta
 - 1 rokkit launcha
 - 1 skorcha
- For every four models in this unit, one model can be equipped with one of the following in addition to any other weapons:
 - 1 Grot tank shoota
 - 1 grotzooka
 - 1 kustom mega-blasta
 - 1 rokkit launcha
 - 1 skorcha

UNIT COMPOSITION

- **4-8 Grot Tanks**

Every model is equipped with: Grot tank shoota; ramshackle hull.

KEYWORDS: VEHICLE, GROTS, GROT TANKS





FACTION KEYWORDS:
ORKS

GROT MEGA-TANK

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
8"	9	3+	12	8+	4



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mega-tank weapons [RAPID FIRE 10]	18"	10	4+	5	0	1
Twin big shoota [RAPID FIRE 2, TWIN-LINKED]	18"	3	4+	5	0	1
Twin grotzooka [BLAST, IGNORES COVER, TWIN-LINKED]	18"	D3+3	4+	6	-1	1
Twin kustom mega-blasta [HAZARDOUS, TWIN-LINKED]	24"	2	4+	9	-2	D6
Twin rokkit launcha [BLAST, TWIN-LINKED]	24"	D3	4+	9	-2	3
Twin skorcha [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	4	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Waaagh!**

Bizarrely Resilient: Each time an attack targets this model, worsen the Armour Penetration characteristic of that attack by 1.



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.

KEYWORDS: **VEHICLE, GROTS, GROT MEGA-TANK**



FACTION KEYWORDS:
ORKS

GROT MEGA-TANK

WARHAMMER LEGENDS

For some grot would-be Meks, the vicarious joys of riding in ramshackle Grot Tanks are not enough. They crave even bigger rigs, and even more gunz! To this end, the most ambitious of their kind build their best imitations of Battle Fortresses. These Grot Mega-tanks are even more dangerously erratic than their smaller kin, but bristle with all the best gear the grots can scavenge or pilfer, and have been the doom of many an unsuspecting foe.

WARGEAR OPTIONS

- This model's twin big shoota can be replaced with one of the following:
 - 1 twin grotzooka
 - 1 twin kustom mega-blasta
 - 1 twin rokkit launcha
 - 1 twin skorcha
 - This model's twin grotzooka can be replaced with one of the following:
 - 1 twin big shoota
 - 1 twin kustom mega-blasta
 - 1 twin rokkit launcha
 - 1 twin skorcha
-

UNIT COMPOSITION

- 1 Grot Mega-Tank

This model is equipped with: Mega-tank weapons; twin big shoota; twin grotzooka; armoured hull.

KEYWORDS: **VEHICLE, GROTS, GROT MEGA-TANK**









FACTION KEYWORDS:
ORKS


SQUIGGOTH

WARHAMMER LEGENDS

M T SV W LD OC
10" 10 3+ 18 7+ 5



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
 Kannon – frag [BLAST]	36"	D6	5+	5	0	1
 Kannon – shell	36"	1	5+	9	-2	D6
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Gorin' horns – strike	Melee	4	3+	12	-2	D6
 Gorin' horns – sweep	Melee	8	3+	9	-1	2

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

KEYWORDS: MONSTER, TRANSPORT, SQUIGGOTH

ABILITIES

CORE: Deadly Demise D6, Firing Deck 10

FACTION: Waaagh!

Trample: Each time this model is selected to fight, you can select one enemy unit within Engagement Range of it and roll one D6, adding 2 to the result if this model made a Charge move this turn: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.



DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



FACTION KEYWORDS:
ORKS

SQUIGGOTH

WARHAMMER LEGENDS

Squiggoths are enormous scaly creatures bred as beasts of war by Ork Pigdoks. With armour panelling bolted to their already thick hides and crude howdahs built on their backs, they thunder into battle loaded with heavy weapons and Boyz, trampling everything in their path and smashing into vehicles and buildings like a battering ram.

WARGEAR OPTIONS

- This model can be equipped with 1 kannon.

UNIT COMPOSITION

- 1 Squiggoth

This model is equipped with: gorin' horns.

TRANSPORT

This model has a transport capacity of 10 **ORKS INFANTRY** models. If this model is equipped with a kannon, it has a transport capacity of 6 **ORKS INFANTRY** models. It cannot transport **MEGA ARMOUR**, **JUMP PACK** or **GHAZGHKULL THRAKA** models.

KEYWORDS: **MONSTER**, **TRANSPORT**, **SQUIGGOTH**




FACTION KEYWORDS:
ORKS

KILL TANK

WARHAMMER LEGENDS

M T SV W LD OC
12" 12 3+ 24 6+ 10

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bursta kannon [BLAST]	36"	3D6	5+	14	-2	3
Giga shoota [SUSTAINED HITS 1]	48"	30	5+	6	-1	1
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
Reinforced ram	Melee	8	4+	9	-1	2

ABILITIES

CORE: Deadly Demise D6+2

FACTION: Waaagh!

Wall of Dakka: Each time this model makes a ranged attack that targets a unit within half range, add 1 to the Hit roll.

DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, TITANIC, TRANSPORT, KILL TANK



FACTION KEYWORDS:
ORKS

KILL TANK

WARHAMMER LEGENDS

Kill Tanks are the Ork answer to super-heavy tank design. Hulking, slab-sided machines, they sport a shovel-bladed prow for ramming aside obstacles and flimsier vehicles, and a wide-bore siege mortar that fires huge rocket-boosted ordnance capable of wiping out hardened bunkers and rival vehicles with a single hit.

WARGEAR OPTIONS

- This model's bursta kannon can be replaced with 1 giga shoota.

UNIT COMPOSITION

- 1 Kill Tank

This model is equipped with: bursta kannon; skorchas; twin big shoota; reinforced ram.

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** models.

KEYWORDS: **VEHICLE, TITANIC, TRANSPORT, KILL TANK**





FACTION KEYWORDS:
ORKS

MEGA DREAD

WARHAMMER LEGENDS

M T SV W LD OC
8" 10 2+ 16 7+ 5
6+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Boombits [TORRENT]	12"	D6	N/A	5	0	1
Killkannon	24"	D6+3	5+	9	-2	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Dread killsaw	Melee	4	3+	14	-3	4
Dread rippa klaw	Melee	6	3+	12	-2	3
Stompy feet	Melee	4	3+	7	0	1

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Waaagh!**

Mega Carnage: Each time this model is selected to fight, you can select one enemy unit within Engagement Range of it and roll one D6, adding 2 to the result if this model made a Charge move this turn: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.

Dead Rippy: If this model is equipped with 2 dread killsaws, those weapons have the [TWIN-LINKED] ability. If this model is equipped with 2 dread rippa claws, those weapons have the [TWIN-LINKED] 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, WALKER, MEGA DREAD



FACTION KEYWORDS:
ORKS

MEGA DREAD

WARHAMMER LEGENDS

A huge thundering walker twice the size and more of a Deff Dread, Mega Dreads embody the Mekboy love of violence and machine-work taken to the extreme. They are able to rip open the largest tank with their claws, mount weapons usually only seen on a heavy vehicle and stomp through hails of fire to reach their victims.

WARGEAR OPTIONS

- This model's killkannon can be replaced with one of the following:
 - 1 dread killsaw
 - 1 dread rippa klaw
 - This model's dread rippa klaw can be replaced with one of the following:
 - 1 dread killsaw
 - 1 killkannon
-

UNIT COMPOSITION

- **1 Mega Dread**

This model is equipped with: 2 boombits; killkannon; dread rippa klaw; stompy feet.

KEYWORDS: **VEHICLE, WALKER, MEGA DREAD**





FACTION KEYWORDS:
ORKS

MEKA-DREAD

WARHAMMER LEGENDS

M T SV W LD OC
8" 10 2+ 16 7+ 5
6+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Killkannon	24"	D6+3	5+	9	-2	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Dread killsaw	Melee	4	3+	14	-3	4
Dread rippa klaw	Melee	6	3+	12	-2	3
Stompy feet	Melee	4	3+	7	0	1

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Waaagh!**

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.

Dead Rippy: If this model is equipped with 2 dread killsaws, those weapons have the **[TWIN-LINKED]** ability. If this model is equipped with 2 dread rippa klaw, those weapons have the **[TWIN-LINKED]** 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, WALKER, MEKA-DREAD**



FACTION KEYWORDS:
ORKS

MEKA-DREAD

WARHAMMER LEGENDS

Kustomised from the same basic chassis as Mega Dreads, Meka-Dreads commonly house a Mekboy who has wired himself into his own creation. They couple the spectacular firepower and close-quarters destruction of most Ork combat walkers with their pilot's ability to work crude but effective battlefield repairs on other damaged Orkoid war machines.

WARGEAR OPTIONS

- This model's killkannon can be replaced with one of the following:
 - 1 dread killsaw
 - 1 dread rippa klaw
 - This model's dread rippa klaw can be replaced with one of the following:
 - 1 dread killsaw
 - 1 killkannon
-

UNIT COMPOSITION

- 1 Meka-Dread

This model is equipped with: killkannon; dread rippa klaw; stompy feet.

KEYWORDS: VEHICLE, WALKER, MEKA-DREAD










FACTION KEYWORDS:
ORKS

BIG TRAKK

WARHAMMER LEGENDS

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

 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
 Supa-kannon – frag [BLAST]	36"	D6+3	5+	5	0	1
 Supa-kannon – shell	36"	1	5+	9	-2	D3+3
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

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

KEYWORDS: VEHICLE, TRANSPORT, BIG TRAKK

ABILITIES

CORE: **Deadly Demise D3, Firing Deck 12**

FACTION: **Waaagh!**

Spiked Ram: 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.

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.

FACTION KEYWORDS:
ORKS



BIG TRAKK

WARHAMMER LEGENDS

Made for when a normal Trukk just isn't big enough, Big Trakks are heavy rigs that can carry the Orks over the worst terrain or mount their Big Gunz and lots of gear. They are not all that fast, nor are they as tough as a full-blown Battlewagon, but Big Trakks make up for these shortfalls with their hauling power.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 kannon
 - 1 supa-kannon

UNIT COMPOSITION

- 1 Big Trakk

This model is equipped with: 2 big shootas; armoured hull.

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. This model cannot transport **GHAZGHKULL THRAKA** models.

KEYWORDS: VEHICLE, TRANSPORT, BIG TRAKK



FACTION KEYWORDS:
ORKS

WARBOSS ON WARBIKE

WARHAMMER LEGENDS

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

5+

INVULNERABLE SAVE

RANGED WEAPONS

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

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Big choppa	Melee	5	2+	8	-1	2
Killsaw	Melee	3	4+	12	-3	2
Power klaw	Melee	4	3+	10	-2	2

ABILITIES

CORE: **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.

KEYWORDS: MOUNTED, CHARACTER, SPEED FREES, GRENADES, WARBOSS



FACTION KEYWORDS:
ORKS

WARBOSS ON WARBIKE

WARHAMMER LEGENDS

Some Ork Warbosses choose to ride into battle astride massive smoke-belching warbikes. Not only does such a rocket-propelled mode of transport deliver them into the enemy battle lines with remarkable speed and violence, but it also furnishes them with a great deal of loud, flashy dakka to unleash on the way into the fight.

WARGEAR OPTIONS

- This model's killsaw can be replaced with one of the following:
 - 1 big choppa
 - 1 power claw
-

UNIT COMPOSITION

- 1 Warboss on Warbike

This model is equipped with: twin dakkagun; killsaw.

LEADER

This model can be attached to the following units:

- WARBIKERS
 - NOBZ ON WARBIKES
-

KEYWORDS: MOUNTED, CHARACTER, SPEED FREES, GRENADES, WARBOSS




FACTION KEYWORDS:
ORKS

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

6+

INVULNERABLE SAVE


RANGED WEAPONS

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


MELEE WEAPONS

RANGE	A	WS	S	AP	D
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Big choppa	Melee	3	3+	7	-1	2
Choppa	Melee	3	3+	5	-1	1
Close combat weapon	Melee	3	3+	5	0	1
Killsaw	Melee	2	4+	12	-3	2
Power klaw	Melee	3	4+	9	-2	2
Power stabba [LANCE]	Melee	3	4+	8	-1	2

ABILITIES

 FACTION: **Waaagh!**

Drive-by Krumpin': Each time this unit Consolidates, each model in this unit can move up to 6" instead of up to 3".

KEYWORDS: MOUNTED, SPEED FREEKS, GRENADES, NOBZ ON WARBIKES


 FACTION KEYWORDS:
ORKS

When a mob of Ork Nobz takes to the battlefield riding kustomised warbikes, the ground shakes beneath their hurtling advance and the enemy scatter in terror. Capable of unleashing hails of devastating – if inaccurate – fire and bringing an array of brutal close combat weapons to bear, Nobz on Warbikes are a threat to even the mightiest foes.

WARGEAR OPTIONS

- Any number of models can each be equipped with 1 slugga.
- Any number of models can each have their choppa replaced with one of the following:
 - 1 big choppa
 - 1 killsaw
 - 1 power klaw
 - 1 power stabba
 - 1 slugga

UNIT COMPOSITION

- 3 Nobz on Warbikes

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

SPEED FREEKS MOB

If a model from your army with the Leader ability can be attached to a **WARBIKERS** unit, it can be attached to this unit instead.

KEYWORDS: MOUNTED, SPEED FREEKS, GRENADES, NOBZ ON WARBIKES



FACTION KEYWORDS:
ORKS