

WARBOSS

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



A living personification of the philosophy that might makes right, a Warboss is a hulking monster who leads his tribe from the very front. Cunning and brutal in equal measure, these barbaric warlords are masters of simple and direct battle strategies and revel in hacking their foes apart at close quarters.



RANGED WEAPONS

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

RANGE	A	WS	S	AP	D
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Kustom choppa [CLEAVE 1]	Melee	6	2+	8	-2	2
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LEADER

This model can be attached to the following units: **BOYZ**; **BREAKA BOYZ**; **NOBZ**

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

Might Is Right: This unit's melee weapons have +1 to hit rolls.

Da Biggest and da Best: While the Waaagh! is active for this unit, this model's melee weapons have +4 **A**.

UNIT COMPOSITION

- 1 Warboss

This model is equipped with: 1 kustom-shoota, 1 kustom-choppa

KEYWORDS: **INFANTRY**; **CHARACTER**; **EXPLOSIVES**; **WARBOSS**



FACTION KEYWORDS:
ORKS

BIGBOSS

M

T

SV

W

LD

OC

6"

5

4+

5

7+

1



Second only to the tribe's Warboss, Bigbosses spend their time ordering other Orks around and giving enemy champions and war leaders a good kicking. They are formidably tough, usually heavily armed, always completely merciless, and entirely capable of ripping a Space Marine limb from limb with their bare hands.



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Slugga [CLOSE-QUARTERS]

12"

1

5+

4

0

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Two-handed big choppa [CLEAVE 1]

Melee

5

3+

7

-1

2

LEADER

This model can be attached to the following units: **BOYZ**; **BREAKA BOYZ**; **NOBZ**

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

Breakin' Heads: This unit's melee weapons have [SUSTAINED HITS 1].

Somethin' to Prove: This unit has +1 to **charge rolls**.

UNIT COMPOSITION

- 1 Bigboss

This model is equipped with: 1 slugga; 1 two-handed big choppa

KEYWORDS: **INFANTRY**; **CHARACTER**; **BIGBOSS**



FACTION KEYWORDS:
ORKS

BANNERNOB

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



The tribe's Waaagh! banner has an almost religious significance, its presence on the battlefield filling the Orks with the overwhelming need to storm headlong into the enemy. It is typically carried to war by a Bannernob, a particularly large and belligerent Ork who has doubtless brutalised his rivals to claim this honour.



RANGED WEAPONS

Shoota [RAPID FIRE 1]

RANGE A BS S AP D

18" 2 5+ 4 0 1



MELEE WEAPONS

Choppa

RANGE A WS S AP D

Melee 5 3+ 4 -1 1

SUPPORT

This model can be attached to the following units: **BOYZ**; **BREAKA BOYZ**; **BURNA BOYZ**; **FLASH GITZ**; **LOOTAS**; **NOBZ**; **TANKBUSTAS**

ABILITIES

CORE: **Support**

FACTION: **Waaagh!**

Waaagh! Banner:

- This unit has a 5+ **InSv**.
- While the Waaagh! is active for this unit, this unit has +1**T**.

UNIT COMPOSITION

- 1 Bannernob

This model is equipped with: 1 shoota; 1 choppa

KEYWORDS: **INFANTRY**; **CHARACTER**; **BANNERNOB**



FACTION KEYWORDS:
ORKS

PAINBOY

M

T

SV

W

LD

OC

6"

5

5+

3

7+

1



Painboyz are violently enthusiastic battlefield surgeons. They and their grot orderlies delight in patching up wounded Orks with rusty bone saws, oversized syringes and a liberal application of big metal staples. Of course, such implements can just as easily be turned to the purpose of butchering the enemy in spectacular fashion.



MELEE WEAPONS

Dok's toolz

RANGE

A

WS

S

AP

D

Melee 3 4+ 9 -2 2

'Urty syringe

[ANTI-INFANTRY 4+, EXTRA ATTACKS, PRECISION]

Melee 1 3+ 2 0 1

SUPPORT

This model can be attached to the following units: **BOYZ**; **BREAKA BOYZ**; **BURNA BOYZ**; **LOOTAS**; **NOBZ**; **TANKBUSTAS**

ABILITIES

CORE: **Support**FACTION: **Waaagh!****Dok's Toolz:** This unit has **Feel No Pain 5+**.**Hold Still and Say Aargh:** When this model scores a **critical wound** with its 'urty syringe against a non-**VEHICLE** unit, it also inflicts D6 **mortal wounds** to that unit.

WARGEAR ABILITIES

Grot Orderly (Once per battle): In your Command phase, if this unit is **below starting strength**, you can return up to D3 **destroyed bodyguard** models to this unit.

UNIT COMPOSITION

- 1 Painboy

This model is equipped with: 1 dok's toolz; 1 'urty syringe; 1 Grot OrderlyKEYWORDS: **INFANTRY**; **CHARACTER**; **PAINBOY**FACTION KEYWORDS:
ORKS

WEIRDBOY

M

6"

T

5

SV

5+

W

4

LD

7+

OC

1



Weirdboys are conduits for the power of the Waaagh! which allows them to smash their enemies flat with psychic headbutts, vomit corrosive storms of livid green ectoplasm, or teleport mobs of Orks into the fight. That is, of course, if all that wild Waaagh! energy doesn't cause the Weirdboyz' heads to explode first.



RANGED WEAPONS

RANGE

A

BS

S

AP

D

'Eadbanger [PRECISION, PSYCHIC]

24"

1

4+

6

-3

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Waaagh! staff [PSYCHIC]

Melee

3

3+

8

-1

D3

LEADER

This model can be attached to the following units: **BOYZ**

ABILITIES

CORE: **Deadly Demise D3, Leader**

FACTION: **Waaagh!**

Waaagh! Energy: For every 5 models in this unit, add 1 to the **S** and **D** of this model's 'Eadbanger weapon. While this unit contains 10 or more models, that weapon has [HAZARDOUS].

Da Jump (Psychic, once per turn, per army): In your Movement phase, you can roll 1 D6 and on a result of:

- **1:** This unit suffers D6 **mortal wounds**.
- **2-6:** Place this unit in **strategic reserves** and it gains **Deep Strike** until the end of the phase. This unit can then make an **ingress move** (including during the first battle round).

UNIT COMPOSITION

- 1 Weirdboy

This model is equipped with: 1 'eadbanger; 1 Waaagh! staff

KEYWORDS: **INFANTRY; CHARACTER; PSYKER; WEIRDBOY**



FACTION KEYWORDS:
ORKS

BOYZ

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



Boyz charge forward in large, anarchic mobs led by hulking Boss Nobz. Laying down hails of inaccurate but enthusiastic dakka they dash toward the enemy before hurling themselves into close-quarters combat, where their sheer muscle, ferocity and vicious choppas help them make short work of the foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kustom shoota [RAPID FIRE 2]	18"	4	5+	4	0	1
Kombi-rokkit	24"	1	5+	10	-2	3
Kombi-shoota	24"	2	5+	4	0	1
Shoota [RAPID FIRE 1]	18"	2	5+	4	0	1
Slugga [CLOSE-QUARTERS]	12"	1	5+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Big choppa	Melee	3	3+	7	-1	2
Choppa	Melee	3	3+	4	-1	1

WARGEAR OPTIONS

- The Boss Nob can have its 1 kustom shoota replaced with 1 kombi-shoota and 1 kombi-rokkit.

ABILITIES

FACTION: **Waaagh!**

Get da Good Bitz: At the end of your Command phase, if this unit controls an **objective**, that **objective** is **secured** by your army.

UNIT COMPOSITION

- 1 Boss Nob
- 9 Boyz

The Boss Nob is equipped with: 1 slugga; 1 kustom shoota; 1 big choppa

Every Boy is equipped with: 1 slugga; 1 shoota; 1 choppa

KEYWORDS: INFANTRY; BATTLELINE; MOB; EXPLOSIVES; BOYZ



FACTION KEYWORDS:
ORKS

GRETCHIN

M

T

SV

W

LD

OC

6"

2

7+

1

8+

2



Gretchin – or Grots – are weedy little sneaks most often used by the Orks for involuntary mine clearance, soaking up enemy fire or looting the battlefield for useful shinies. While they are scrawny and cowardly, Gretchin are at least decent shots, going some way to making up for their rather pitiful firearms.



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Blasta [CLOSE-QUARTERS]

12"

1

4+

3

0

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Close-combat weapon

Melee

1

5+

2

0

1

ABILITIES

FACTION: **Waaagh!**

Thievin' Scavengers: At the start of your Movement phase, for each **objective** you control that has one or more friendly non-**battle-shocked** units with this ability within range of it, roll one D6. If one or more of those rolls is a 4+, you gain 1CP.

UNIT COMPOSITION

- 10 Gretchin

Every model is equipped with: 1 blasta;
1 close-combat weapon

KEYWORDS: INFANTRY; GROTS; GRETCHIN




FACTION KEYWORDS:
ORKS


WARTRAKK

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



The Wartrakk is a fast, lightly armoured attack vehicle that mounts a rack of armour-busting rokkits. Aimed and fired by the leering Nob who rides on the back, these projectiles compensate for their inaccuracy by making a spectacular mess of anything they actually hit.

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kustom shoota [RAPID FIRE 2]	18"	2	5+	4	0	1
Rokkit launcha	24"	D3+3	5+	10	-2	3

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Choppas	Melee	5	3+	4	-1	1

ABILITIES

FACTION: Waaagh!

Indiscriminate Detonations: In your Shooting phase, when this unit has resolved its attacks, select one enemy unit hit by one or more of those attacks. That enemy unit is **suppressed** until the start of your next Command phase. (While a unit is **suppressed**, it has -1 to **hit rolls**.)

UNIT COMPOSITION

- 1 Wartrakk

This model is equipped with: 1 kustom shoota; 1 rokkit launcha; 1 choppas

KEYWORDS: MOUNTED; SPEED FREES; WARTRAKK



FACTION KEYWORDS:
ORKS

BIG MEK DAKKARIG

M T SV W LD OC

8" 8 3+ 11 7+ 3

5+ INSV



Dakkarigs are ridden into battle by Big Meks, and provide a stable firing platform for some really heavy firepower. Lumbering relentlessly forward, they unleash corkscrewing hails of rokkit and hurricanes of dakka from their screaming blitzkannons, all while their gleeful pilot is protected from return fire by a crackling kustom force field.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blitzkannon [HEAVY, SUSTAINED HITS 1]	24"	8	5+	7	-2	2
Rokkit launcha [HEAVY]	24"	6	5+	10	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Stompy feet	Melee	4	3+	6	-1	1

ABILITIES

FACTION: Waaagh!

Dakkablitz: In your Shooting phase, while making attacks with this unit, if its blitzkannon targeted a non-MONSTER/VEHICLE unit, that weapon has +6 A.

UNIT COMPOSITION

- 1 Big Mek Dakkarig
- This model is equipped with:** 1 blitzkannon; 1 rokkit launcha; 1 stompy feet

KEYWORDS: VEHICLE; WALKER; BIG MEK; DAKKARIG



FACTION KEYWORDS:
ORKS