



CODEX: ORKS

VERSION 1.5

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be. **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).

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 Wortsnaagga, 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 **Maganobz' 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.