



ORKS

FACTION PACK: VERSION 1.1

Legal for matched play from 22nd July 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

WHAT'S NEW?

- **Equatorial Hordes detachment**
- **Changes to Rules Updates**
- **Wazdakka Gutsmek, Shokk Attack Engine Ability**

Change to:

'In your Command phase, if this unit is **unengaged**, you can use this ability. If you do:

- Place this unit in **strategic reserves**.
- This unit can make an **ingress move** in your next Movement phase (including in your first turn).'

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EQUATORIAL HORDES

COUNTLESS ORKS INFEST ARMAGEDDON'S JUNGLES IN RAVENING HORDES

DETACHMENT RULES

JUNGLE KNOW-WOTZ

The Ork tribes of the Equatorial Jungle know their territories all too well, and can always find a kunnin' trail by which they can sneak up on their quarry.

In the Declare Battle Formations step, select up to three friendly **MOB/KOMMANDOS** units. Those units have **Scouts 6"** until the end of the battle.

ENHANCEMENTS

KUNNIN' HUNTA

It takes both brutality and kunnin' to stalk the monstrous carnivores of Armageddon's deep jungles. The same talents can be applied to hunting battlefield foes.

BEASTBOSS/INFANTRY WARBOSS model only. (Once per turn, per unit) In your opponent's Movement phase, when an enemy unit ends a move within 8" of this unit, if this unit is **unengaged**, this unit can make a **normal move** of up to D3+3".

UNKILLABLE SCOURGE

Having survived the perilous jungles long enough to claim rule over Armageddon's equatorial tribes, this Ork leader has built up an impressive immunity to staying dead.

BEASTBOSS/INFANTRY WARBOSS model only. When this model is **destroyed**, if this unit has not been **selected to fight** this phase, roll one D6, with +1 to that roll if the Waaagh! is active for this unit:

- On a 3+, do not remove this model from the battlefield. When this unit has fought, or at the end of the phase (whichever comes first), this model is removed from the battlefield.

CONCEALED KRUMPIN'

1CP

EQUATORIAL HORDES STRATAGEM

Orks erupting as though from nowhere amidst hails of dakka and flurries of ferocious choppa blows can cause spectacular devastation.

WHEN: Your Shooting phase or the Fight phase, when a friendly **hidden MOB** unit is **selected to attack**.

TARGET: That **MOB** unit.

EFFECT: Your unit's attacks have **[LETHAL HITS]**.



STRAGGLERZ

1CP

EQUATORIAL HORDES STRATAGEM

Extricating themselves from dense jungle terrain takes some Orks longer than others, but the latecomers arrive just in time to bolster their warband's ranks.

WHEN: Your Command phase.

TARGET: One friendly **MOB/KOMMANDOS** unit.

EFFECT: Your unit **heals** 2D3 wounds.



DEY'RE OVER 'ERE

1CP

EQUATORIAL HORDES STRATAGEM

Pointing and shouting can prove a surprisingly effective way of rooting out hidden enemies.

WHEN: Start of your Shooting phase.

TARGET: One friendly **MOB/KOMMANDOS** unit.

EFFECT: While a **visible** enemy unit is within 6" of your unit, that unit has +3" **detection range**.



UNIQUE: WAGONS

ROLLIN' DEFF

LIKE AN AVALANCHE OF RIVETED METAL, HEAVILY ARMED TANKS AND RIGS PLOUGH TOWARDS THE FOE



DETACHMENT RULES

THUNDERING WAGONS

Like mobile armoured fortresses, little can stop the crushing impetus of the Orks' hurtling wagons.

- Friendly **BATTLEWAGON/HUNTA RIG/KILL RIG** units have **WAGON**.
- Friendly **WAGON** units can re-roll **charge rolls**.
- When a friendly **WAGON** unit is selected to make an **advance move**, that unit can change **advance rolls** to a 6.

This **detachment** has the **WAGONS** tag and cannot be taken with another **WAGONS** detachment.

ENHANCEMENTS

BOARDING RAMPS **UPGRADE**

Nothing eases the passage of an embarked mob of Orks into the enemy lines than a big plank of rusty metal to stampede down and straight into the fight.

WAGON unit only. When a unit embarked within this unit is selected to make a **disembark move**, that unit has +1 to **charge rolls** until the end of the turn.

TARGETIN' GIZMOS **UPGRADE**

These sparkly optics and other elaborate gitfindas help focus a wagon's dakka, but it takes a really clever Mek to know how to work them.

WAGON unit only. While a **BIG MEK** model is embarked within this unit:

- This unit's ranged attacks have **[IGNORES COVER]**.
- If the Waaagh! is active for this unit, this unit's ranged attacks have **[SUSTAINED HITS 1]**.

BRUTAL BROADSIDE

1CP

ROLLIN' DEFF STRATAGEM

Rolling into the midst of the foe, this wagon unleashes a rippling fusillade of rapid-fire death and destruction.

WHEN: Your Shooting phase, when a friendly **BATTLEWAGON** unit is **selected to shoot**.

TARGET: That **BATTLEWAGON** unit.

EFFECT: Your unit's ranged attacks (excluding attacks made by weapons selected with **Firing Deck**) have **[RAPID FIRE X]**, where **X** is that attack's **A**.



IMPENDING CRUNCH

1CP

ROLLIN' DEFF STRATAGEM

Having several tons of metal covered in blood, rust and spikes bearing down on them can shake the resolve of the most stoic warriors.

WHEN: Your Charge phase, when a friendly **WAGON** unit ends a **charge move**.

TARGET: That **WAGON** unit.

EFFECT: Each enemy unit **engaged** with your unit makes a **battle-shock roll**, with -1 to that **battle-shock roll**.



DEVASTATING DRIFT

1CP

ROLLIN' DEFF STRATAGEM

Hitting the enemy lines at full speed results in a crushing impact and a good deal of indiscriminate spraying gore.

WHEN: Your Fight phase, when a friendly **WAGON** unit that made a **charge move** this turn is **selected to fight**.

TARGET: That **WAGON** unit.

EFFECT: Your unit's melee attacks have **[CLEAVE 1]**.



MORE DAKKA!

A HORDE OF GUN-CRAZED ORKS UNLEASH A DEVASTATING STORM OF DAKKA INTO THE ENEMY



DETACHMENT RULES

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.

- Friendly **ORKS INFANTRY** units' ranged attacks have **[ASSAULT]**.
- In your Shooting phase, if the Waaagh! is active for your army, friendly **ORKS INFANTRY** units' ranged attacks have **[SUSTAINED HITS 1]**.

ENHANCEMENTS

DEAD SHINY SHOOTAS **UPGRADE**

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 INFANTRY unit only. This unit's ranged attacks have:

- **[RAPID FIRE 1]**.
- Or: If that attack already has **[RAPID FIRE]**, +1 to the value of that **[RAPID FIRE]** (e.g. **[RAPID FIRE 1]** becomes **[RAPID FIRE 2]**).

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 INFANTRY model only. This model's ranged attacks have:

- **[DEVASTATING WOUNDS]**.
- **[HAZARDOUS]**.

LONG, UNCONTROLLED BURSTS

1CP

MORE DAKKA! 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, when a friendly **ORKS INFANTRY** unit is **selected to shoot**.

TARGET: That **ORKS INFANTRY** unit.

EFFECT: Your unit's ranged attacks have **[IGNORES COVER]**.



SPESHUL SHELLS

1CP

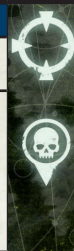
MORE DAKKA! STRATAGEM

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

WHEN: Your Shooting phase, when a friendly **ORKS INFANTRY** unit is **selected to shoot**.

TARGET: That **ORKS INFANTRY** unit.

EFFECT: Your unit's ranged attacks that target a unit within 9" have +1 AP.



CALL DAT DAKKA?

1CP

MORE DAKKA! 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, when an enemy unit that targeted a friendly **ORKS INFANTRY** unit has shot.

TARGET: That **ORKS INFANTRY** unit.

EFFECT: Your unit shoots using **snap shooting**, but while doing so your unit can only target that enemy unit.



TAKTIKAL BRIGADE

EMPLOYING THEIR KUNNIN TO FASHION A BATTLE PLAN, THE BLOOD AXES SURPRISE THEIR FOES



DETACHMENT RULES

LISSEN 'ERE

Blood Axe leaders bellow actual orders to the ladz under their command, coordinating assaults and even fighting retreats in a most un-Orky and alarmingly organised fashion.

- Friendly **STORMBOYZ** units have **BATTLELINE**.
- When a friendly **BOYZ/KOMMANDOS/STORMBOYZ** unit is selected to make an **advance/fall-back move**, that move does not prevent that unit from being **eligible to start an action**.

ENHANCEMENTS

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. When both players have deployed their armies, you can redeploy up to three friendly **ORKS INFANTRY** units. When doing so, you can set those units up in **strategic reserves**, regardless of how many units are already in **strategic reserves**.

SLIPPERY GIT

So steeped in the devious ways of the Blood Axe Clan is this Warboss that he can even sneak into battle at the head of a mob of Kommandos.

INFANTRY WARBOSS model only (excluding **MEGA ARMOUR** models). This model has **Infiltrators** and **Stealth**.

TAKTIKAL RETREAT

1CP

TAKTIKAL BRIGADE STRATAGEM

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

WHEN: Your Movement phase, when a friendly **KOMMANDOS/STORMBOYZ** unit is selected to make a **fall-back move**.

TARGET: That **KOMMANDOS/STORMBOYZ** unit.

EFFECT: That move does not prevent your unit from being **eligible to declare a charge**.



ON TO DA NEXT

1CP

TAKTIKAL BRIGADE 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.

WHEN: End of your opponent's Movement phase.

TARGET: One friendly **unengaged BOYZ/KOMMANDOS/STORMBOYZ** unit that was **engaged** at the start of the phase.

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



DED SNEAKY

1CP

TAKTIKAL BRIGADE STRATAGEM

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

WHEN: End of your opponent's Fight phase.

TARGET: One friendly **unengaged KOMMANDOS/STORMBOYZ** unit.

EFFECT: Place your unit in **strategic reserves**.





SPEEDWAAAGH!

When a Speedwaaagh! is unleashed, entire planets become Ork speedways. The aliens tear across battlefields and weave through no man's land at breakneck pace, blazing away at anything in their path. So fast-moving are these Orkoid formations that they often punch clean through the enemy lines before their foes truly realise they are in battle. The Orks then haul their jostling vehicles and turbo-boosted Trukks around, charging back for another pass and then another. As they roar, they fill the air with deafening hails of firepower and choking clouds of dust and fume. Half-blinded, deafened by engines and bellowing, the enemy reels as swarms of light vehicles hit them from every direction. Ordered battle descends into high-octane anarchy as the Orks compete in contests of speed and violence in which their enemies are an unwilling audience and participants. Soon enough, the once-proud ranks of the foe are reduced to mangled ruin and the Orks race onward towards the next battle.

DETACHMENT RULE



TURBO BOOSTAS

No self-respecting Speed Freek goes to war without highly tuned, Mek-approved turbo boostas to power them to battle. These devices come in all shapes and sizes, but all give their operators a violent burst of speed, allowing them to close with the enemy at breakneck speed and get stuck in.

Each time a **SPEED FREEKS** or **TRUKK** unit (excluding **AIRCRAFT**) from your army Advances, it can use its turbo. If it does, do not make an Advance roll for it; instead, until the end of the phase, models in that unit have a Move characteristic of 24" but can only move in one straight line, and until the end of the turn, ranged weapons equipped by those models have the **[ASSAULT]** ability and that unit cannot declare a charge.

Designer's Note: *When a unit uses its turbo, the models in that unit cannot pivot, and they cannot make a move of two or more straight lines (e.g. to navigate around obstacles). That unit also cannot declare a charge, even if another rule would let it declare a charge in a turn in which it Advanced.*

ENHANCEMENTS



KUSTOM SHOKK BOX

Obtained from a Big Mek for a veritable fortune of teef, this device incorporates a shokk-boosta that enables a Warboss and their steed to take potentially deadly shortcuts through the Warp.

DEFFKILLA WARTRIKE model only. Each time the bearer uses its turbo, its unit can move horizontally through terrain features.

DAKKAMEK

Mekboyz with a penchant for overwhelming firepower can always get some more dakka out of a vehicle's guns.

MEK model only. Each time the bearer uses its Mekaniak ability, until the start of your next Command phase, ranged weapons equipped by the selected **VEHICLE** model have the **[RAPID FIRE 1]** ability.

SUPA-BURNY FUEL

The highly volatile, Mek-brewed fuel that powers this Wartrike emits particularly large and exceptionally deadly gouts of flame.

DEFFKILLA WARTRIKE model only. Change the Attacks characteristic of the bearer's killa jet – burna weapon to 3D6, and change the Attacks characteristic of the bearer's killa jet – cutta weapon to 3.

MASTER MEKNOLOGIST

A talented gunsmith, even by the standards of his Big Mek rivals, this Ork reserves the finest of his creations for personal use.

BIG MEK model only. Improve the Ballistic Skill characteristic of the bearer's ranged weapons by 1.



ON DA MOVE

SPEEDWAAAGH! – STRATEGIC PLOY STRATAGEM

Speed Freeks live for the thrill of high-octane warfare, rarely letting their feet off the accelerator, even in the most furious fighting.

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 turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back or Advanced (unless it used its turbo this turn).



MOBILE DAKKASTORM

SPEEDWAAAGH! – STRATEGIC PLOY STRATAGEM

No self-respecting Speed Freek stops to aim. Instead, they fire on the move, concentrating hails of dakka on their chosen targets.

WHEN: Your Shooting phase, just after a **SPEED FREEKS** or **TRUKK** unit from your army has shot.

TARGET: That **SPEED FREEKS** or **TRUKK** unit.

EFFECT: Select one enemy unit hit by one or more of those attacks (excluding attacks made with Indirect Fire weapons). Until the end of the phase, each time a model in a **SPEED FREEKS** or **TRUKK** unit from your army makes an attack that targets that unit, improve the Strength characteristic of that attack by 2.



SPESHUL AMMO

SPEEDWAAAGH! – WARGEAR STRATAGEM

Though the cost in teef is high, Mek-crafted speshul ammunition always comes in handy when taking on big targets.

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 (excluding Torrent weapons) have the **[ANTI-MONSTER 4+]** and **[ANTI-VEHICLE 4+]** abilities.



DED KILLY CONSTRUCTION

SPEEDWAAAGH! – STRATEGIC PLOY STRATAGEM

Fitted with jagged ploughs, spiked tyres and steel bars, Ork vehicles are potent weapons in their own right.

WHEN: Your Fight phase.

TARGET: One **SPEED FREEKS** or **TRUKK** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, melee weapons equipped by models in your unit have the **[LANCE]** ability and, if your unit made a Charge move this turn, until the end of the phase, add 1 to the Damage characteristic of those weapons.



DUST TRAILS

SPEEDWAAAGH! – STRATEGIC PLOY STRATAGEM

Large formations of Ork vehicles throw up columns of dust and clouds of smoke. These combine to shroud and obscure them as they thunder across the battlefield.

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

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

EFFECT: Until the end of the phase, your unit has the Benefit of Cover.



EVASIVE MANOOVA

SPEEDWAAAGH! – STRATEGIC PLOY STRATAGEM

The wiliest Speed Freeks see no shame in running away, especially when they can always come back and have 'annuva go.

WHEN: End of your opponent's Fight phase.

TARGET: One **SPEED FREEKS** or **TRUKK** 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.



BLITZ BRIGADE

Blitz Brigades consist of as many Battlewagons, Trukks and other wheeled and tracked monstrosities as a Tankboss can cobble together. Hulking constructions festooned with barbaric trophies and vomiting acrid clouds of choking exhaust fumes, these ramshackle vehicles bristle with rokket batteries, pintle-mounted shootas and massive cannons as crude as they are destructive. Varying widely in size and shape, all drive to war laden with battle-hungry Orks. Thundering forward in a roaring avalanche of jagged scrap metal and burning rubber, Blitz Brigades plough directly into the enemy, tracks, wheels and pulverising rollers throwing up clots of mud and gore. Crude speakers spit out discordant Goffik roars and booming war cries that are in turn drowned out by the thunderous reports of oversized cannons and the jubilant bellows of Boyz as they leap from their transports and hurl themselves into the thick of the fight.

DETACHMENT RULE



EAGER FOR THE FIGHT

Blitz Brigades thunder into battle laden with eager, belligerent Orks, all desperate to get stuck into the enemy. Clambering from transport compartments or leaping from armoured hulls, these wild-eyed killers descend on the enemy in roaring savagery.

Each time an **ORKS** unit from your army disembarks from a **TRANSPORT**, until the end of the turn, you can re-roll Advance and Charge rolls made for that **ORKS** unit.

ENHANCEMENTS



RUNNIN' BOOTS

These squighide boots were looted from the corpse of a particularly nippy Speed Freek. The wearer is utterly convinced that they make him faster.

ORKS INFANTRY CHARACTER model only. Each time you make a Charge roll for the bearer's unit, if that unit disembarked from a **TRANSPORT** this turn, add 1 to the result.

BLITZKAPTIN

Keeping a Blitz Brigade going in one direction is hard enough for most Orks. This particular commander, however, is a master of armoured taktiks.

ORKS CHARACTER model only. After both players have deployed their armies, if the bearer's unit (or any **TRANSPORT** it is embarked within) is on the battlefield, select up to three **ORKS VEHICLE** 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.

SUPERCHARGED SQUIG OIL

A few drops of this volatile admixture of Squig oil, rokket fuel and various other noxious chemicals is enough to provide any engine with increased performance.

MEK model only. Each time the bearer uses its Mekaniak ability, until the end of the turn, you can re-roll Charge rolls for the selected **VEHICLE** model's unit.

TUFF GIT

Big, brash and belligerent, this Ork is resilient in both mind and body. Even the explosion of his transport isn't enough to shake him.

ORKS INFANTRY CHARACTER model only. At the end of a phase in which the bearer's unit disembarked from a **TRANSPORT**, if that unit is Battle-shocked, it is no longer Battle-shocked.



MOUNT UP, LADZ

BLITZ BRIGADE – STRATEGIC PLOY STRATAGEM

With nothing left to blast or krump, these Orks scramble aboard their transport and thunder towards the next engagement.

WHEN: End of the Fight phase.

TARGET: One **ORKS INFANTRY** unit from your army that is not within Engagement Range of one or more enemy units, and one friendly **TRANSPORT** it is able to embark within.

EFFECT: If your **ORKS INFANTRY** unit is wholly within 6" of that **TRANSPORT**, it can embark within it.



MEKANISED BRUTALITY

BLITZ BRIGADE – STRATEGIC PLOY STRATAGEM

As Orkoid vehicles thunder into battle at high speed, hatches and ramps swing open, unleashing eager mobs into the thick of the fight.

WHEN: Your Movement phase.

TARGET: One **BATTLEWAGON**, **KILL RIG** or **HUNTA RIG** unit from your army that has not been selected to move this phase.

EFFECT: Until the end of the turn, each time a unit disembarks from your unit after your unit makes a Normal move, that disembarked unit is still eligible to declare a charge this turn.



RUN 'EM DOWN

BLITZ BRIGADE – STRATEGIC PLOY STRATAGEM

Driving forward in loose formation, Ork vehicles smash into the foe, crushing fleeing enemies beneath tyres, steel tracks and Squig trotters.

WHEN: Your Movement phase.

TARGET: One **BATTLEWAGON**, **KILL RIG** or **HUNTA RIG** unit from your army that has not been selected to move this phase.

EFFECT: Select up to two other friendly **ORKS VEHICLE** or **ORKS MONSTER** units within 6" of your unit. Until the end of the turn, your unit and each unit you selected are eligible to declare a charge in a turn in which they Advanced.



ARMOURED DUELLISTS

BLITZ BRIGADE – BATTLE TACTIC STRATAGEM

Ork crews delight in engaging enemy vehicles and monsters in mobile battles.

WHEN: Your Shooting phase.

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

EFFECT: Until the end of the phase, each time your unit makes an attack that targets a **MONSTER** or **VEHICLE** unit, add 1 to the Hit roll and add 1 to the Wound roll.



IMPERVIOUS

BLITZ BRIGADE – STRATEGIC PLOY STRATAGEM

Ramshackle though they may appear, Ork vehicles are frighteningly resilient in their construction.

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

TARGET: One **BATTLEWAGON**, **KILL RIG** or **HUNTA RIG** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.



YOOZ IN TROUBLE NOW

BLITZ BRIGADE – STRATEGIC PLOY STRATAGEM

Spilling from their damaged transport, enraged Orkoid infantry mobs surge towards their attackers.

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

TARGET: One **BATTLEWAGON**, **HUNTA RIG** or **KILL RIG** model from your army that was hit by one or more of the attacking unit's attacks.

EFFECT: One **ORKS INFANTRY** unit embarked within your model makes a **disembark move**, then makes a **surge move** of up to D6".



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".

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

Slugga [CLOSE-QUARTERS]	12"	1	5+	4	0	1
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MELEE WEAPONS

Two-handed big choppa [CLEAVE 1]	Melee	5	3+	7	-1	2
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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]	18"	2	5+	4	0	1
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MELEE WEAPONS

Choppa	Melee	5	3+	4	-1	1
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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

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 FRECKS; 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 rokkitts 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 blitzcannon; 1 rokkit launcha; 1 stompy feet

KEYWORDS: VEHICLE; WALKER; BIG MEK; DAKKARIG



FACTION KEYWORDS:
ORKS

WAZDAKKA GUTSMEK

M	T	SV	W	LD	OC
14"	8	3+	10	6+	3

4+

INVULNERABLE SAVE



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Grabba dragga [ASSAULT, PRECISION]	12"	1	2+	10	-2	3
Psyko-gatler [ASSAULT, SUSTAINED HITS 1]	24"	12	4+	6	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Fixit's wrench [EXTRA ATTACKS]	Melee	1	4+	3	0	1
Grabba dragga [LANCE]	Melee	6	2+	10	-2	3
Speeding bulk and flaming exhaust [EXTRA ATTACKS]	Melee	6	2+	5	-1	1

ABILITIES

CORE: Deadly Demise D3, Deep Strike, Lone Operative

FACTION: Waaagh!

Fixit da Grot: At the start of your Command phase, this model regains up to D3 lost wounds.

Throttlorokkit Shokka Engine: In your Command phase, select one of the abilities in the Throttlorokkit Shokka Engine section (see next page). Until the start of your next Command phase, this model has that ability.

KEYWORDS: MOUNTED, VEHICLE, SPEED FREEKS, EPIC HERO, SMOKE, CHARACTER, WAZDAKKA GUTSMEK



FACTION KEYWORDS: ORKS

WAZDAKKA GUTSMEK

Wazdakka Gutsmek thunders to battle aboard his kustom warbike, Big Revva. Using its throttlerokkit shokka, he reaches incredible speeds or even tellyports across the battlefield, spewing rounds from his psyko-gatler, tearing foes to bloody tatters with his grabba dragga, and wreaking high-speed havoc.



THROTLEROKKIT SHOKKA ENGINE

Turbo Engine: This unit is eligible to declare a charge in a turn in which it Advanced or Fell Back.

Shokk Attack Engine: In your Command phase, if this unit is **unengaged**, you can use this ability. If you do:

- Place this unit in **strategic reserves**.
- This unit can make an **ingress move** in your next Movement phase (including in your first turn).

Pulse Jet: Each time this 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 unit.
- Models in this unit can move through models and terrain features.

WAAAGH! WAZDAKKA

If this model is your **WARLORD**, **WARBIKER** units from your army have the **BATTLELINE** keyword.

UNIT COMPOSITION

■ 1 Wazdakka Gutsmek – EPIC HERO

This model is equipped with: 1 grabba dragga; 1 psyko-gatler; 1 Fixit's wrench; 1 speeding bulk and flaming exhaust.

KEYWORDS: MOUNTED, VEHICLE, SPEED FREEKS, EPIC HERO, SMOKE, CHARACTER, WAZDAKKA GUTSMEK



FACTION KEYWORDS: ORKS

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	T	SV	W	LD	OC
6"	5	4+	2	7+	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 rokket. 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 rokkitts 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 launcher

UNIT COMPOSITION

- 1 Boss Nob
- 5 Tankbustas

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

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

KEYWORDS: INFANTRY, GRENADES, TANKBUSTAS



FACTION KEYWORDS:
ORKS

GARGANTUAN SQUIGGOOTH

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, FRAME, GARGANTUAN SQUIGGOOTH

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, FRAME,
GARGANTUAN SQUIGGOTH



FACTION KEYWORDS:
ORKS



ORKS

RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be **highlighted in red**.

UPDATES

ARMY RULES

Waaagh!

Change first paragraph to:

'If your Army Faction is **ORKS**, once per battle, at the start of your Command phase, you can call a Waaagh!. If you do, until the start of your next Command phase, the Waaagh! is active for your army and.'

BULLY BOYZ DETACHMENT

Da Boss Is Watchin' Detachment Rule

Change to:

'At the start of your Command phase, in a turn in which you have not called a Waaagh!, if you have one or more **WARBOSS** models on the battlefield (or embarked within a **TRANSPORT** that is on the battlefield), you can call a Waaagh! for a second time this battle. When doing so, that second Waaagh! only counts as having been called for **WARBOSS**, **NOBZ** and **MEGANOBZ** units from your army.'

Crushing Impact Stratagem, Name

Change to:

'Krushin' Impact'

Hulking Brutes Stratagem, Effect Section

Change to:

'Until the attacking unit has finished making its attacks, each time an attack targets your unit, worsen the Armour Penetration characteristic of that attack by 1.'

DA BIG HUNT DETACHMENT

Dat One's Even Bigga! Stratagem, Effect section

Change to:

'Until the end of the phase, your unit is eligible to charge in a turn in which it Advanced or Fell Back. In addition, you can re-roll **charge rolls** made for your unit. If you do, your unit must end that **charge move engaged** with your Prey.'

Da Hunt Is On Detachment Rule

Change first paragraph to:

'At the start of your Command phase, select one **MONSTER, VEHICLE** or **CHARACTER** unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Prey.'

Change first bullet point to:

- When a friendly **BEAST SNAGGA** unit declares a charge, If your Prey is within 12" of that unit, you can use this part of this ability. If you do:
 - That **BEAST SNAGGA** unit can re-roll that **charge roll**.
 - That **BEAST SNAGGA** unit must end that **charge move engaged** with your Prey.

DREAD MOB DETACHMENT

Try Dat Button! Detachment Rule, Last Paragraph

Change to:

'If a weapon equipped by a model from your army has the **[HAZARDOUS]** ability from multiple sources, each time you take a Hazardous test for that weapon, it is failed on a roll of 1-3.'

Conniving Runts Stratagem, Target Section

Change 9" to 8".

GREEN TIDE DETACHMENT

Tide of Muscle Stratagem, Effect Section

Change to:

'Until the end of the phase, each time your unit declares a charge, add 1 to the Charge roll and, if your unit contains 10 or more models, you can re-roll the Charge roll.'

Go Get 'Em! Stratagem

Change to:

'WHEN: Your opponent's Shooting phase, when an enemy unit that targeted a friendly **unengaged BOYZ** unit this phase has shot.'

TARGET: That **BOYZ** unit.

EFFECT: Your unit can make a **surge move** of up to D6".'

Mob Mentality Detachment Rule

Change to:

'Each time an attack targets a **BOYZ** unit from your army, models in that unit have a 6+ invulnerable save against that attack. Each time an attack targets a **BOYZ** unit from your army that contains 10 or more models, models in that unit have a 5+ invulnerable save against that attack.'

KULT OF SPEED DETACHMENT

More Gitz Over 'Ere! Stratagem, Target Section

Change 9" to 8".

Adrenaline Junkies Detachment Rule

Change to:

'**SPEED FREEKS** units from your army are eligible to shoot and declare a charge in a turn in which they Advanced or Fell Back.'

DATASHEETS

Battlewagon, Stompa, Trukk – Keywords Section

Add **'FRAME'**:

Blitza-bommer, Burna-bommer, Dakkajet and Wazbom Blastajet•

Profile: Change **M** and **OC** to '-1'.

Tankbustas, Breaka Boyz, Kommandos, Squighog Boyz – Bomb Squigs Ability

Change to:

'Once per battle, for each bomb squig this unit has, after this unit ends a Normal move, you can use one Bomb Squig. If you do, select one enemy unit within 12" and visible to this unit and roll one D6: on a 3+, that enemy unit suffers D3 mortal wounds.'

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 4 models.'

Beastboss on Squigosaur, Single-Minded Predator Ability

Change to:

'You can target this unit with the **Heroic Intervention stratagem**, regardless of any other uses of that **stratagem** this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that **stratagem** on other units this phase.'

Big Mek, Shokk-boosta Ability

Change to:

'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.'

Blitza-Bommer, Boom Bomb Ability

Change to:

'At the end of your opponent's Fight phase, select one visible enemy unit (excluding Lone Operative units) within 24" of this unit, and roll one D6 for that unit: On a 4+, that unit suffers D6 mortal wounds.'

Boomdakka Snazzwagon, Billowing Fumes Ability

Change to:

'While an enemy unit (excluding **MONSTER/VEHICLE** units) is within 6" of this unit, when that enemy unit is **selected to shoot**, that unit's targets have the **benefit of cover** until that unit has shot.'

Boss Snikrot

- **Red Skulls Kommandos Ability:** Change to:
'This unit has +1 **Sv** against ranged attacks.'
- **Kunnin' Infiltrator Ability:** Change to:
'**Kunnin' Infiltrator (Once per battle, per army):** In your Movement phase, if this unit is **unengaged**, you can use this ability. If you do:
 - Place this unit in **strategic reserves**.
 - This unit has **Deep Strike**.
 - This unit must make an **ingress move** this phase (including in your first turn).'

Boyz

- **Weapon Profiles:** Add the following:

Kombi-rokkit

RANGE	A	BS	S	AP	D
24"	1	5+	10	-2	3

Kombi-shoota

RANGE	A	BS	S	AP	D
24"	2	5+	4	0	1

Kustom Shoota [RAPID FIRE 2]

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

- **Wargear Options:** Change to:

- The Boss Nob's big choppa can be replaced with 1 power klaw.
- The Boss Nob's big choppa and slugga can be replaced with 1 kombi-weapon and 1 close combat weapon.
- The Boss Nob can have its big choppa replaced with one of the following:
 - 1 big choppa and 1 kustom shoota (this model's big choppa cannot be replaced)
 - 1 big choppa, 1 kombi-rokkit and 1 kombi-shoota (this model's big choppa cannot be replaced)
- Any number of Boyz can each be equipped with 1 shoota.
- For every 10 models in this unit, 1 Boy not equipped with 1 shoota can have its choppa and slugga replaced with one of the following:
 - 1 big shoota and 1 close combat weapon
 - 1 rokkit launcha and 1 close combat weapon

- **Bodyguard Section**

Remove this section.

Burna-Bommer, Burna Bomb Ability

Change to:

'At the end of your opponent's Fight phase, you can select one **visible** enemy unit (excluding **Lone Operative** units) within 24" of this unit:

- Friendly **ORKS** units' ranged attacks that target that enemy unit have **[IGNORES COVER]** until the end of your next turn.
- Roll one D6 for each model in that enemy unit:
 - For each 6, that enemy unit suffers 1 **mortal wound**.'

Deff Dread, Piston-driven Brutality Ability

Change to:

'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 D3+3 mortal wounds.'

Ghazghkull Thraka

- **Prophet of da Great Waaagh! Ability**

Change to:

'While this unit is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll and add 1 to the Wound roll and if the Waaagh! is active for your army, a Critical Hit is scored on a successful unmodified Hit roll of 5+.

- **Ghazghkull's Waaagh! Banner (Aura) Ability**

Change to:

'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.'

- **Leader section**

Change to:

'This unit can be attached to the following units: **BOYZ, MEGANOBZ, NOBZ**

- **Invulnerable Save Section, Footnote**

Change to:

'While a friendly Makari model is on the battlefield, you cannot re-roll save rolls for this unit.'

Gretchin

- **Unit Composition**

Change to:

- 0-1 Runtherd and 10 Gretchin
- OR
- 0-2 Runtherds and 20 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.'

Hunta Rig, Kill Rig

- **Keywords:** Remove 'VEHICLE', add 'MONSTER'.

- **Saw Blades weapon:** Change **AP** to '-2'.

Killa Kans, Shooty Power Trip Ability

Change to:

'Each time this unit is selected to shoot, you can roll one D6:

- On a 1-2, this unit suffers D3 mortal wounds.
- On a 3-4, until the end of the phase, add 1 to the Strength characteristic of ranged weapons equipped by models in this unit.
- On a 5-6, until the end of the phase, add 1 to the Attacks characteristic of ranged weapons equipped by models in this unit.'

Kommandos

- **Sneaky Gitz Ability**

Change to:

'Enemy units cannot target this unit with **snap shooting** attacks.'

- **Patrol Squad Section**

Add new Patrol Squad section with: 'At the start of the Declare Battle Formations step this unit can be split into two units, each containing five models. (when splitting a unit in this way, make a note of which models form each of the two new units. If you are splitting a unit that is equipped with 1 bomb squig and/or 1 distraction grot, only one of the new units can use that ability during the battle – make a note of which of the new units this will be).'

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.'

Mek Gunz, Bubblechukka Weapon Ability

Change to: 'Before selecting targets for one or more models equipped with this weapon, roll one D6 to determine which profile models equipped with this weapon will make attacks with, comparing the result with the numbers shown on the left.'

Morkanaut, Big an' Shooty Ability

Change to:

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

Shokkjump Dragsta, Shokk Tunnel Ability

Change to:

'In your Movement phase, when this unit is selected to make an **advance move**, you can use this ability. If you do:

- That move has no **maximum distance**.
- This unit can move through all types of model (including enemy models and **MONSTER/VEHICLE** models).
- After moving, your unit must be more than 8" horizontally from all enemy units.'

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 4 models.'

Warboss

- **Weapon Profiles:** Add the following:

Kustom Shoota [RAPID FIRE 2]

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

Kustom Choppa [CLEAVE 1]

RANGE	A	WS	S	AP	D
Melee	6	2+	8	-2	2

- **Wargear Options:** Add the following:

'This model can have its kombi-weapon, twin sluggas and big choppa replaced with 1 kustom choppa and 1 kustom shoota.'

- **Da Biggest and da Best Ability**

Change to:

'While the Waaagh! is active for your army, add 4 to the Attacks characteristic of this model's melee weapons.'

Warboss in Mega Armour, Dead Brutal Ability

Change to:

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

Wartrakk

- **Core Abilities:** Remove this section.
- **Support Section:** Remove this section.

Weirdboy, Da Jump Ability

Change 9" to 8".

Zodgrod Wortsnagga, Special Dose Ability

Change to:

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

FAQS

Q: *If I attach a Big Mek to a Mek Gunz unit, does the unit now suffer 1 mortal wound for each failed hazard roll, because each model in the unit is now not a **MONSTER/VEHICLE** model?*

A: Yes.

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: Yes.

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

A: No.

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.

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

UFTHAK BLACKHAWK

WARHAMMER LEGENDS



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

6"

T

2

SV

5+

W

3

LD

7+

OC

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 FREAKS, 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

SKORCHAS

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
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 FREAKS, SKORCHAS



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1-2 Skorchas

Every model is equipped with: skorchas; 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

12"

T

6

SV

4+

W

6

LD

7+

OC

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 FREAKS, 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 10" **T** 12 **SV** 3+ **W** 22 **LD** 7+ **OC** 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 skorchas
- This model can be equipped with one of the following:
 - 1 twin big shoota
 - 2 rokkit launchas
 - 1 skorchas

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 10" **T** 12 **SV** 3+ **W** 22 **LD** 7+ **OC** 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

14"

T

8

SV

4+

W

10

LD

7+

OC

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 skorch
- 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 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.

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

20+"

T

9

SV

3+

W

10

LD

7+

OC

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 FREAKS, GROTS, GROT BOMM LAUNCHA



FACTION KEYWORDS:
ORKS

BIG MEK ON WARBIKE

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
Kombi-weapon [ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]	24"	1	5+	4	0	1
Kustom mega-blasta [HAZARDOUS]	24"	3	5+	9	-2	D6
Kustom mega-slugga [BLAST, HAZARDOUS]	12"	D3	5+	8	-2	D6
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3
Shokk attack gun [BLAST, HEAVY]	60"	D6+1	5+	9	-4	D6
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
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

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.

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



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

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

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



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 Klawz 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-claws, 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 claw; '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

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

WARHAMMER LEGENDS

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

6"

T

5

SV

3+

W

6

LD

7+

OC

1

4+

INVULNERABLE SAVE



RANGED WEAPONS

RANGE

A

BS

S

AP

D



Da Rippa – standard

24"

3

5+

7

-2

2

[HEAVY, SUSTAINED HITS 1]



Da Rippa – supercharge

24"

3

5+

8

-3

3

[HAZARDOUS, HEAVY, SUSTAINED HITS 1]

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!: In your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 8" 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

WARHAMMER LEGENDS

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 skorch
- 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 skorch

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 claw
 - This model's dread rippa claw 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 claw; 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 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, 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

12"

T

9

SV

4+

W

12

LD

7+

OC

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 FREEKS, 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 klaw

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 FREEKS, 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
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
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