



## WARRIORS OF GORK AND MORK

These datasheets allow you to fight Apocalypse battles with your Orks miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

### KEYWORDS

Throughout these datasheets you will come across the <CLAN> keyword. This is shorthand for a keyword of your own choosing, as described below.

#### <CLAN>

All Orks belong to a clan, a group of like-minded greenskins that share a propensity for a certain kind of warfare.

Some datasheets specify what clan the unit is drawn from (e.g. Ghazghkull Thraka has the **GOFF** keyword, so is from the Goff Clan), but where a datasheet does not, it will have the <CLAN> keyword. When you include such a unit in your army, you must nominate which clan that unit is from. You then simply replace the <CLAN> keyword in every instance on that unit's datasheet with the name of your chosen clan.

For example, if you were to include a Warboss in your army, and you decided he was from the Bad Moons Clan, his <CLAN> Faction keyword is changed to **BAD MOONS** and his Waaagh! ability would then read: 'Re-roll hit rolls of 1 for attacks made with melee weapons by friendly **BAD MOONS** units whilst they are within 6" of this unit.'



# GHAZGHKULL THRAKA



Ghazghkull Thraka is a unit that contains 1 model. It is equipped with: Kustom Klaw; Twin Big Shoota. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Ghazghkull Thraka	5"	2+	5+	2	1	6	3+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Big Shoota	Heavy	36"	2	7+	9+	-
Kustom Klaw	Melee	Melee	User	7+	7+	-

## ABILITIES

**Great Waaagh!:** Add 1 to the Attacks characteristic of friendly **ORKS LIGHT** units whilst they are making Fight actions whilst within 6" of this unit.

**Waaagh!:** Re-roll hit rolls of 1 for attacks made with melee weapons by friendly **GOFF** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** ORKS, GOFF

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, MEGA ARMOUR, WARBOSS, GHAZGHKULL THRAKA

# WARBOSS



A Warboss is a unit that contains 1 model. It is equipped with: Boss Weapons.

	M	WS	BS	A	W	Ld	Sv
Warboss	5"	2+	5+	2	1	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Boss Weapons	Melee	Melee	User	8+	8+	-

## ABILITIES

**Waaagh!:** Re-roll hit rolls of 1 for attacks made with melee weapons by friendly <CLAN> units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, WARBOSS

# BIG MEK



A Big Mek is a unit that contains 1 model. It is equipped with: Shokk Attack Gun; Mek Weapons.

	M	WS	BS	A	W	Ld	Sv
Big Mek	5"	3+	5+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Shokk Attack Gun	Heavy	60"	2	6+	6+	Destroyer
Tellyport Blasta	Heavy	12"	1	9+	9+	Destroyer
Mek Mega Weapons	Melee	Melee	User	8+	8+	-
Mek Weapons	Melee	Melee	User	9+	9+	-

## WARGEAR OPTIONS

- This unit can have Mega Armour. If this unit has Mega Armour, it:
  - Is equipped with Mek Mega Weapons instead of 1 Shokk Attack Gun and Mek Weapons.
  - Has a Move characteristic of 4".
  - Has a Save characteristic of 4+.
  - Has the following keyword: **MEGA ARMOUR**.
  - Can be equipped with a Tellyport Blasta (**Power Rating +1**) or can also have a Kustom Force Field (**Power Rating +1**). If this unit has a Kustom Force Field it has the following additional abilities: **Kustom Force Field**.

## ABILITIES

**Big Mekaniak:** At the end of the Action phase, this unit can attempt to repair one friendly <CLAN> **VEHICLE** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **VEHICLE** unit. Only one attempt to repair each unit can be made each turn.

**Kustom Force Field:** Subtract 1 from wound rolls for attacks made by ranged weapons that target <CLAN> units whilst they are wholly within 9" of any friendly <CLAN> units with a Kustom Force Field.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, BIG MEK

# WEIRDBOY



A Weirdboy is a unit that contains 1 model. It is equipped with: Weirdboy Staff.

	M	WS	BS	A	W	Ld	Sv
Weirdboy	5"	3+	5+	1	1	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Weirdboy Staff	Melee	Melee	User	9+	9+	-

## ABILITIES

**Waaagh! Energy:** At the start of the Action phase, if this unit is within 6" of three or more friendly <CLAN> units that each contain at least 10 models, you can turn over the top 3 cards of your Command Asset deck. If you reveal any Command Asset cards that are psychic powers, you can select one of those psychic powers and put in into your hand. Then put the remaining cards back in your Command Asset deck and shuffle the deck.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** LIGHT, INFANTRY, PSYKER, CHARACTER, WEIRDBOY



# BOSS SNIKROT



Boss Snikrot is a unit that contains 1 model. It is equipped with: Mork's Teeth. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Boss Snikrot	6"	2+	5+	2	1	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Mork's Teeth	Melee	Melee	User	7+	8+	-

## ABILITIES

Deep Strike

**Red Skull Kommandos:** Re-roll hit rolls of 1 and wound rolls of 1 for attacks made by friendly **BLOOD AXE KOMMANDOS** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** ORKS, BLOOD AXE

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, KOMMANDO, BOSS SNIKROT

# BOSS ZAGSTRUK



Boss Zagstruk is a unit that contains 1 model. It is equipped with: Da Vulcha's Klaws. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Boss Zagstruk	14"	2+	5+	1	1	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Da Vulcha's Klaws	Melee	Melee	User	7+	8+	-

## ABILITIES

Deep Strike, Ignore Damage (6+)

**Drill Boss:** Morale tests taken for friendly **GOFF STORMBOYZ** units are automatically passed whilst they are within 6" of this unit.

**FACTION KEYWORDS:** ORKS, GOFF

**KEYWORDS:** LIGHT, INFANTRY, FLY, CHARACTER, STORMBOY, JUMP PACK, BOSS ZAGSTRUK

# DEFFKILLA WARTRIKE



A Deffkilla Wartrike is a unit that contains 1 model. It is equipped with: Killa Jet; Snagga Klaw.

	M	WS	BS	A	W	Ld	Sv
Deffkilla Wartrike	14"	2+	5+	2	2	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Killa jet	Heavy	8"	1	6+	9+	Inferno
Snagga klaw	Melee	Melee	User	8+	8+	-

## ABILITIES

**Speedwaaagh!:** If a <CLAN> **SPEED FREEKS** unit starts a Move action within 6" of any friendly units with this ability, add 3" to that unit's Move characteristic whilst making that Move action.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, CHARACTER, SPEED FREEKS, SPEEDBOSS, DEFFKILLA WARTRIKE



# KAPTIN BADRUKK



Kaptin Badrukk is a unit that contains 1 model. It is equipped with: Da Rippa; Choppa. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Kaptin Badrukk	5"	2+	4+	2	1	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Da Rippa	Heavy	24"	1	7+	7+	-
Choppa	Melee	Melee	User	8+	8+	-

## ABILITIES

**Flashiest Gitz:** Re-roll hit rolls of 1 for attacks made by friendly **FLASH GITZ** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** ORKS, FREEBOOTERZ

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, FLASH GITZ, KAPTIN BADRUKK

# BOYZ



4



Boyz are a unit that contains 10 models. It can contain 20 models (**Power Rating 8**) or 30 models (**Power Rating 13**). It is equipped with: Sluggas; Choppas.

	M	WS	BS	A	W	Ld	Sv
<b>Boyz (10 models)</b>	5"	3+	5+	1	2	5	10+
<b>Boyz (20 models)</b>	5"	3+	5+	2	4	6	10+
<b>Boyz (30 models)</b>	5"	3+	5+	4	6	7	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Rokkit Launcha	Heavy	24"	1	7+	7+	-
Shootas	Small Arms	18"	x4	7+	9+	-
Sluggas	Small Arms	12"	x2	7+	9+	-
Choppas	Melee	Melee	x3	7+	9+	-
Close Combat Weapons	Melee	Melee	x2	7+	9+	-

## WARGEAR OPTIONS

- Instead of Sluggas and Choppas, this unit can be equipped with Shootas and Close Combat Weapons (**Power Rating +1**).
- For every 10 models in the unit, it can also be equipped with one of the following: 1 Big Shoota; 1 Rokkit Launcha.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** LIGHT, INFANTRY, BOYZ

# GRETCHIN



Gretchin are a unit that contains a 10 models. It can contain 20 models (**Power Rating 2**) or 30 models (**Power Rating 3**). It is equipped with: Grot Blastas; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Gretchin (10 models)	5"	5+	4+	2	2	4	11+
Gretchin (20 models)	5"	4+	3+	4	4	4	11+
Gretchin (30 models)	5"	4+	3+	6	6	4	11+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Grot Blastas	Small Arms	12"	User	8+	10+	-
Close Combat Weapons	Melee	Melee	User	9+	11+	-

## WARGEAR OPTIONS

- This unit can include a Runtherd (**Power Rating +1**). If this unit includes a Runtherd, it has a Leadership characteristic of 6.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** LIGHT, INFANTRY, GRETCHIN

# MAD DOK GROTSNIK



Mad Dok Grotsnik is a unit that contains 1 model. It is equipped with: Mad Dok's Tools. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Mad Dok Grotsnik	5"	2+	5+	1	1	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Mad Dok's Tools	Melee	Melee	User	8+	8+	-

## ABILITIES

**Ignore Damage (6+)**

**Sawbonez:** At the end of the Action phase, this unit can attempt to heal one friendly **ORKS LIGHT** unit in base contact with it. If it does, roll one D6; on a 4+, remove one damage marker from that **LIGHT** unit. Only one attempt to heal each unit can be made each turn.

**FACTION KEYWORDS:** ORKS, DEATHSKULLS

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, PAINBOY, MAD DOK GROTSNIK

# PAINBOY



A Painboy is a unit that contains 1 model. It is equipped with: Dok's Tools.

	M	WS	BS	A	W	Ld	Sv
Painboy	5"	3+	5+	1	1	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Dok's Tools	Melee	Melee	User	9+	9+	-

## ABILITIES

**Sawbonez:** At the end of the Action phase, this unit can attempt to heal one friendly <CLAN> **LIGHT** unit in base contact with it. If it does, roll one D6; on a 4+, remove one damage marker from that **LIGHT** unit. Only one attempt to heal each unit can be made each turn.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, PAINBOY



# MEK



A Mek is a unit that contains 1 model. It is equipped with: Mek's Tools.

	M	WS	BS	A	W	Ld	Sv
Mek	5"	3+	5+	1	1	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Mek's Tools	Melee	Melee	User	9+	9+	-

## ABILITIES

**Mekaniak:** At the end of the Action phase, this unit can attempt to repair one friendly <CLAN> **VEHICLE** unit in base contact with it. If it does, roll one D6; on a 4+, remove one damage marker from that **VEHICLE** unit. Only one attempt to repair each unit can be made each turn.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, MEK

# BURNA BOYZ



Burna Boyz are a unit that contains a 5 models. It can contain 10 models (**Power Rating 6**), or 15 models (**Power Rating 9**). It is equipped with: Burnas (Ranged); Burnas (Melee).

	M	WS	BS	A	W	Ld	Sv
<b>Burna Boyz (5 models)</b>	5"	3+	5+	1	1	4	10+
<b>Burna Boyz (10 models)</b>	5"	3+	5+	2	2	5	10+
<b>Burna Boyz (15 models)</b>	5"	3+	5+	3	3	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Burnas (Ranged)	Small Arms	8"	x3	7+	9+	Inferno
Burnas (Melee)	Melee	Melee	x2	7+	9+	-

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** LIGHT, INFANTRY, BURNA BOYZ

# TANKBUSTAS



4



Tankbustas are a unit that contains 5 models. It can contain 10 models (**Power Rating 8**) or 15 models (**Power Rating 12**). It is equipped with: Tankbusta Rokkit Launchas; Tankbusta Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Tankbustas (5 models)</b>	5"	3+	5+	1	1	5	10+
<b>Tankbustas (10 models)</b>	5"	3+	5+	2	2	6	10+
<b>Tankbustas (15 models)</b>	5"	3+	5+	3	3	7	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Tankbusta Rokkit Launchas	Small Arms	24"	x2	7+	7+	-
Tankbusta Weapons	Melee	Melee	x2	7+	7+	-

## ABILITIES

**Bomb Squigs:** Once per battle, after this unit makes a Shoot action, select one enemy **VEHICLE** unit (other than an **AIRCRAFT**) within 18" of this unit and roll one D6. On a 4+ place one blast marker next to that unit.

**Tank Hunters:** You can re-roll hit rolls for attacks made by this unit that target **VEHICLE** units.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** LIGHT, INFANTRY, TANKBUSTAS

# NOBZ



Nobz are a unit that contains 5 models. It can contain 10 models (**Power Rating 12**). It is equipped with: Sluggas; Nob Choppas.

	M	WS	BS	A	W	Ld	Sv
<b>Nobz (5 models)</b>	5"	3+	5+	1	2	5	8+
<b>Nobz (10 models)</b>	5"	3+	5+	2	4	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Sluggas	Small Arms	12"	x2	7+	9+	-
Nob Choppas	Melee	Melee	x3	6+	6+	-

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** LIGHT, INFANTRY, NOBZ

# NOB WITH WAAAGH! BANNER



3



A Nob with Waaagh! Banner is a unit that contains 1 model. It is equipped with: Waaagh! Banner.

	M	WS	BS	A	W	Ld	Sv
Nob with Waaagh! Banner	5"	3+	5+	1	1	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Waaagh! Banner	Melee	Melee	User	8+	8+	-

## ABILITIES

**Waaagh! Banner:** Add 1 to hit rolls for attacks made with melee weapons by <CLAN> units whilst they are within 6" of any friendly <CLAN> units with this ability.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, NOB



# MEGANOBZ



Meganobz are a unit that contains 3 models. It can contain 6 models (**Power Rating 12**) or 9 models (**Power Rating 18**). It is equipped with: Meganob Shootas; Meganob Melee Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Meganobz (3 models)</b>	4"	3+	5+	1	2	5	4+
<b>Meganobz (6 models)</b>	4"	3+	5+	2	4	6	4+
<b>Meganobz (9 models)</b>	4"	3+	5+	3	6	7	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Meganob Shootas	Small Arms	18"	x3	7+	9+	-
Meganob Melee Weapons	Melee	Melee	x2	6+	6+	-

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** LIGHT, INFANTRY, MEGA ARMOUR, NOBZ, MEGANOBZ

# NOBZ ON WARBIKES



Nobz on Warbikes are a unit that contains 3 models. It can contain 6 models (**Power Rating 14**) or 9 models (**Power Rating 21**). It is equipped with: Dakkaguns; Nob Choppas.

	M	WS	BS	A	W	Ld	Sv
<b>Nobz on Warbikes (3 models)</b>	14"	3+	5+	1	2	5	8+
<b>Nobz on Warbikes (6 models)</b>	14"	3+	5+	2	4	6	8+
<b>Nobz on Warbikes (9 models)</b>	14"	3+	5+	3	6	7	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Dakkaguns	Small Arms	18"	x3	7+	9+	-
Nob Choppas	Melee	Melee	x2	6+	6+	-

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** LIGHT, BIKER, SPEED FREEKS, NOBZ

# KOMMANDOS



3



Kommandos are a unit that contains 5 models. It can contain 10 models (**Power Rating 5**) or 15 models (**Power Rating 7**). It is equipped with: Kommando Sluggas; Kommando Choppas.

	M	WS	BS	A	W	Ld	Sv
<b>Kommandos (5 models)</b>	6"	3+	5+	1	1	5	10+
<b>Kommandos (10 models)</b>	6"	3+	5+	2	2	6	10+
<b>Kommandos (15 models)</b>	6"	3+	5+	3	3	7	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Kommando Burna	Heavy	8"	1	7+	9+	Inferno
Rokkit Launcha	Heavy	24"	1	7+	7+	-
Kommando Sluggas	Small Arms	12"	User	7+	9+	-
Kommando Choppas	Melee	Melee	User	7+	9+	-

## WARGEAR OPTIONS

- This unit can also be equipped with up to two of the following (**Power Rating +1** per Kommando Burna): 1 Big Shoota; 1 Kommando Burna; 1 Rokkit Launcha.

## ABILITIES

Deep Strike

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** LIGHT, INFANTRY, KOMMANDOS

# WARBIKERS



4



Warbikers are a unit that contains a 3 models. It can contain 6 models (**Power Rating 8**), 9 models (**Power Rating 12**) or 12 models (**Power Rating 16**). It is equipped with: Dakkaguns; Warbiker Choppas.

	M	WS	BS	A	W	Ld	Sv
Warbikers (3 models)	14"	3+	5+	1	1	5	7+
Warbikers (6 models)	14"	3+	5+	2	2	6	7+
Warbikers (9 models)	14"	3+	5+	3	3	7	7+
Warbikers (12 models)	14"	3+	5+	4	4	8	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Dakkaguns	Small Arms	18"	x3	7+	9+	-
Warbiker Choppas	Melee	Melee	x2	7+	9+	-

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** LIGHT, BIKER, SPEED FREEKS, WARBIKERS

# KUSTOM BOOSTA-BLASTAS



Kustom Boosta-blastas are a unit that contains 1 model. It can contain 2 models (**Power Rating 10**) or 3 models (**Power Rating 15**). It is equipped with: Rivet Kannonns; Burna Exhausts; Spiked Rams.

	M	WS	BS	A	W	Ld	Sv
<b>Kustom Boosta-blastas (1 model)</b>	12"	4+	5+	1	2	4	8+
<b>Kustom Boosta-blastas (2 models)</b>	12"	4+	5+	2	4	4	8+
<b>Kustom Boosta-blastas (3 models)</b>	12"	4+	5+	3	6	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Burna Exhausts	Heavy	8"	User	7+	9+	Inferno
Rivet Kannonns	Heavy	36"	x2	6+	7+	-
Spiked Rams	Melee	Melee	User	10+	10+	-

## ABILITIES

**Ram:** After this unit makes a Move action, if it is in base contact with any enemy units, select one of those units and roll one D6. On a 5+ place one blast marker next to that unit.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, SPEED FREEKS, KUSTOM BOOSTA-BLASTAS



# SHOKKJUMP DRAGSTAS



Shokkjump Dragstas are a unit that contains 1 model. It can contain 2 models (**Power Rating 12**) or 3 models (**Power Rating 18**). It is equipped with: Kustom Shokk Rifles; Rokkit Launchas; Saw Blades.

	M	WS	BS	A	W	Ld	Sv
<b>Shokkjump Dragstas (1 model)</b>	14"	4+	5+	1	2	4	8+
<b>Shokkjump Dragstas (2 models)</b>	14"	4+	5+	2	4	4	8+
<b>Shokkjump Dragstas (3 models)</b>	14"	4+	5+	3	6	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Rokkit Launchas	Heavy	24"	User	7+	7+	-
Kustom Shokk Rifles	Small Arms	24"	User	9+	5+	Supercharge
Saw Blades	Melee	Melee	User	8+	9+	-

## ABILITIES

**Shokk Tunnel:** When this unit makes a Move action, roll one D6 before moving it. On a 5+ instead of making a Move action, this unit can create a shokk tunnel. If it has any blast markers next to it, you must first resolve damage for it as if it were the Damage phase. If it is not destroyed, remove this unit from the battlefield, set it up anywhere on the battlefield that is more than 9" away from any enemy units and then roll one D12; on a 1, place one blast marker next to this unit.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, SPEED FREEKS, SHOKKJUMP DRAGSTAS

# BOOMDAKKA SNAZZWAGONS



Boomdakka Snazzwagons are a unit that contains 1 model. It can contain 2 models (**Power Rating 10**) or 3 models (**Power Rating 15**). It is equipped with: Mek Speshuls; Burna Bottles; Big Shootas; Close Combat Rigs.

	M	WS	BS	A	W	Ld	Sv
<b>Boomdakka Snazzwagons (1 model)</b>	12"	4+	5+	1	2	4	8+
<b>Boomdakka Snazzwagons (2 models)</b>	12"	4+	5+	2	4	4	8+
<b>Boomdakka Snazzwagons (3 models)</b>	12"	4+	5+	3	6	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shootas	Heavy	36"	User	7+	9+	-
Burna Bottles	Heavy	6"	User	8+	11+	-
Mek Speshuls	Heavy	24"	x3	7+	8+	-
Close Combat Rigs	Melee	Melee	User	10+	10+	-

## ABILITIES

**Billowing Fumes:** This unit is always an obscured target.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, SPEED FREEKS, BOOMDAKKA SNAZZWAGONS

# MEGATRAKK SCRAPJETS



Megatrakk Scrapjets are a unit that contains 1 model. It can contain 2 models (**Power Rating 10**) or 3 models (**Power Rating 15**). It is equipped with: Rokkit Kannonns; Twin Big Shootas; Wing Missiles; Nose Drills.

	M	WS	BS	A	W	Ld	Sv
<b>Megatrakk Scrapjets (1 model)</b>	10"	4+	5+	1	2	4	8+
<b>Megatrakk Scrapjets (2 models)</b>	10"	4+	5+	2	4	4	8+
<b>Megatrakk Scrapjets (3 models)</b>	10"	4+	5+	3	6	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Rokkit Kannonns	Heavy	24"	User	7+	7+	-
Twin Big Shootas	Heavy	36"	x2	7+	9+	-
Wing Missiles	Heavy	24"	User	8+	6+	-
Nose Drills	Melee	Melee	User	7+	7+	-

## ABILITIES

**Ram:** After this unit makes a Move action, if it is in base contact with any enemy units, select one of those units and roll one D6. On a 5+ place one blast marker next to that unit.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, SPEED FREEKS, MEGATRAKK SCRAPJETS

# RUKKATRUKK SQUIBUGGIES



Rukkatrukk Squibuggies are a unit that contains 1 model. It can contain 2 models (**Power Rating 11**) or 3 models (**Power Rating 16**). It is equipped with: Squig Launchers; Saw Blades.

	M	WS	BS	A	W	Ld	Sv
Rukkatrukk Squibuggies (1 model)	10"	4+	5+	1	2	4	8+
Rukkatrukk Squibuggies (2 models)	10"	4+	5+	2	4	4	8+
Rukkatrukk Squibuggies (3 models)	10"	4+	5+	3	6	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Squig Launchers	Heavy	36"	x3	6+	8+	-
Saw Blades	Melee	Melee	User	8+	9+	-

## ABILITIES

**Squig Mine:** Once per battle, after an enemy unit has made a Move action that ends within 6" of this unit, you can roll a D6; on a 3+ place one blast marker next to that unit.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, SPEED FREEKS, RUKKATRUKK SQUIBUGGIES

# STORMBOYZ



4



Stormboyz are a unit that contains a 5 models. It can contain 10 models (**Power Rating 7**), 20 models (**Power Rating 13**) or 30 models (**Power Rating 19**). It is equipped with: Stormboy Sluggas; Stormboy Choppas.

	M	WS	BS	A	W	Ld	Sv
<b>Stormboyz (5 models)</b>	<b>14"</b>	<b>3+</b>	<b>5+</b>	<b>1</b>	<b>1</b>	<b>5</b>	<b>10+</b>
<b>Stormboyz (10 models)</b>	<b>14"</b>	<b>3+</b>	<b>5+</b>	<b>2</b>	<b>2</b>	<b>5</b>	<b>10+</b>
<b>Stormboyz (20 models)</b>	<b>14"</b>	<b>3+</b>	<b>5+</b>	<b>4</b>	<b>4</b>	<b>6</b>	<b>10+</b>
<b>Stormboyz (30 models)</b>	<b>14"</b>	<b>3+</b>	<b>5+</b>	<b>6</b>	<b>6</b>	<b>7</b>	<b>10+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Stormboy Sluggas	Small Arms	12"	User	7+	9+	-
Stormboy Choppas	Melee	Melee	User	7+	9+	-

## ABILITIES

Deep Strike

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** LIGHT, INFANTRY, FLY, JUMP PACK, STORMBOYZ



# DEFFKOPTAS



4



Deffkoptas are a unit that contains 1 model. It can contain 2 models (**Power Rating 7**) or 3 models (**Power Rating 10**). It is equipped with: Spinnin' Blades.

	M	WS	BS	A	W	Ld	Sv
Deffkoptas (1 model)	14"	3+	5+	1	1	4	8+
Deffkoptas (2 models)	14"	3+	5+	2	2	4	8+
Deffkoptas (3 models)	14"	3+	5+	3	3	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Big Shoota	Heavy	36"	2	7+	9+	-
Kopta Rokkits	Small Arms	24"	1	7+	7+	-
Spinnin' Blades	Melee	Melee	x2	7+	9+	-

## WARGEAR OPTIONS

- For each model this unit contains, it must be equipped with one of the following: Kopta Rokkits; 1 Twin Big Shoota.

## ABILITIES

Deep Strike

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, FLY, SPEED FREEKS, DEFFKOPTAS

# MEK GUN



2



A Mek Gun is a unit that contains 6 models. The unit is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Mek Gun (6 models)	3"	5+	4+	1	2	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Bubblechukka	Heavy	48"	2	6+	6+	-
Kustom Mega-Kannon	Heavy	36"	2	9+	5+	Supercharge
Smasha Gun	Heavy	48"	2	7+	5+	-
Traktor Kannon	Heavy	48"	1	10+	3+	Anti-air
Close Combat Weapons	Melee	Melee	User	9+	11+	-

## WARGEAR OPTIONS

- This unit must also be equipped with one of the following: 1 Bubblechukka; 1 Kustom Mega-Kannon; 1 Smasha Gun; 1 Traktor Kannon.
- This unit can include a Runtherd (**Power Rating** +1). If this unit includes a Runtherd, it has a Leadership characteristic of 6.

## ABILITIES

**Artillery Battery:** Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, ARTILLERY, GRETCHIN, MEK GUN

# BIG GUN



A Big Gun is a unit that contains 6 models. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Big Gun (6 models)	3"	5+	4+	1	2	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Kannon	Heavy	36"	2	7+	7+	-
Lobba	Heavy	48"	1	7+	9+	Barrage
Zzap Gun	Heavy	36"	1	9+	4+	-
Close Combat Weapons	Melee	Melee	User	9+	11+	-

## WARGEAR OPTIONS

- This unit must also be equipped with one of the following: 1 Kannon; 1 Lobba; 1 Zzap Gun.
- This unit can include a Runtherd (**Power Rating +1**). If this unit includes a Runtherd, it:
  - Has a Leadership characteristic of 6.

## ABILITIES

**Artillery Battery:** Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, ARTILLERY, GRETCHIN, BIG GUN

# BATTLEWAGON



8



A Battlewagon is a unit that contains 1 model. It is equipped with: Wagon Melee Weapons.

	M	WS	BS	A	W	Ld	Sv
Battlewagon	12"	5+	5+	1	3	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Kannon	Heavy	36"	2	7+	7+	-
Killkannon	Heavy	24"	2	6+	6+	-
Lobba	Heavy	48"	1	7+	9+	Barrage
Zzap Gun	Heavy	36"	1	9+	4+	-
Deff Rolla	Melee	Melee	x3	7+	7+	-
Wagon Melee Weapons	Melee	Melee	User	9+	9+	-

## WARGEAR OPTIONS

- This unit can also be equipped with 1 Lobba (**Power Rating +1**).
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Kannon; 1 Killkannon; 1 Zzap Gun.
- This unit can also be equipped with up to 4 Big Shootas (**Power Rating +1** per weapon).
- Instead of Wagon Melee Weapons, this unit can be equipped with 1 Deff Rolla (**Power Rating +1**).
- This unit can have an 'Ard Case. If this unit has an 'Ard Case, it:
  - Has a Save characteristic of 6+.
  - Loses the following abilities: **Open-topped**.

## ABILITIES

Open-topped

## TRANSPORT

This unit can transport up to 20 friendly **FLASH GITZ** or **<CLAN> INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes the space of 2 other **INFANTRY** models. If this unit is equipped with a Killkannon, it can only transport up to 12 models.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, BATTLEWAGON

# GUNWAGON



8



A Gunwagon is a unit that contains 1 model. It is equipped with: Kannon; Wagon Melee Weapons.

	M	WS	BS	A	W	Ld	Sv
Gunwagon	12"	5+	5+	1	3	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Kannon	Heavy	36"	2	7+	7+	-
Killkannon	Heavy	24"	2	6+	6+	-
Lobba	Heavy	48"	1	7+	9+	Barrage
Zzap Gun	Heavy	36"	1	9+	4+	-
Wagon Melee Weapons	Melee	Melee	User	9+	9+	-

## WARGEAR OPTIONS

- This unit can also be equipped with 1 Lobba (**Power Rating +1**).
- This unit can also be equipped with up to 4 Big Shootas (**Power Rating +1** per weapon).
- Instead of 1 Kannon, this unit can be equipped with one of the following: 1 Killkannon; 1 Zzap Gun.

## ABILITIES

**Periscope:** When this unit makes a Shoot action, if it has remained stationary or moved a distance less than half its Move characteristic this turn, double the Attacks characteristic of its Kannon, Killkannon and Zzap Gun for that action.

## TRANSPORT

This unit can transport up to 12 friendly **FLASH GITZ** or **<CLAN> INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes the space of 2 other **INFANTRY** models.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, GUNWAGON



# BONEBREAKA



A Bonebreaka is a unit that contains 1 model. It is equipped with: Deff Rolla.

	M	WS	BS	A	W	Ld	Sv
<b>Bonebreaka</b>	<b>12"</b>	<b>5+</b>	<b>5+</b>	<b>1</b>	<b>3</b>	<b>5</b>	<b>8+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Kannon	Heavy	36"	2	7+	7+	-
Killkannon	Heavy	24"	2	6+	6+	-
Lobba	Heavy	48"	1	7+	9+	Barrage
Zzap Gun	Heavy	36"	1	9+	4+	-
Deff Rolla	Melee	Melee	x3	7+	7+	-

## WARGEAR OPTIONS

- This unit can also be equipped with 1 Lobba (**Power Rating +1**).
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Kannon; 1 Killkannon; 1 Zzap Gun.
- This unit can also be equipped with up to 4 Big Shootas (**Power Rating +1** per weapon).

## TRANSPORT

This unit can transport up to 12 friendly **FLASH GITZ** or **<CLAN> INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes the space of 2 other **INFANTRY** models.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, BONEBREAKA

# KILLA KANS



Killa Kans are a unit that contains 1 model. It can contain 3 models (**Power Rating 7**) or 6 models (**Power Rating 13**). It is equipped with: Killa Kan Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Killa Kans (1 model)</b>	6"	5+	4+	1	1	4	6+
<b>Killa Kans (3 models)</b>	6"	5+	4+	4	3	4	6+
<b>Killa Kans (6 models)</b>	6"	5+	4+	8	6	4	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Grotzooka	Heavy	18"	2	7+	9+	-
Rokkit Launcha	Heavy	24"	1	7+	7+	-
Skorcha	Heavy	8"	1	7+	9+	Inferno
Killa Kan Weapons	Melee	Melee	User	7+	7+	-

## WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following: 1 Big Shoota; 1 Grotzooka; 1 Rokkit Launcha; 1 Skorcha.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, GRETCHIN, KILLA KANS

# DEFF DREAD



4



A Deff Dread is a unit that contains 1 model. It is equipped with: Armoured Feet; 2 Dread Klaw's.

	M	WS	BS	A	W	Ld	Sv
Deff Dread	6"	3+	5+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Kustom Mega-blasta	Heavy	24"	1	9+	5+	Supercharge
Rokkit Launcha	Heavy	24"	1	7+	7+	-
Skorcha	Heavy	8"	1	7+	9+	Inferno
Armoured Feet	Melee	Melee	User	10+	11+	-
Dread Klaw's	Melee	Melee	User	6+	8+	-
Dread Saw	Melee	Melee	User	8+	6+	-

## WARGEAR OPTIONS

- Instead of 1 Dread Klaw, this unit can be equipped with one of the following: 1 Rokkit Launcha; 1 Kustom Mega-Blasta; 1 Skorcha; 1 Dread Saw.
- Instead of 2 Dread Klaw's, this unit can be equipped with two of the following in any combination: 1 Rokkit Launcha; 1 Kustom Mega-Blasta; 1 Skorcha; 1 Dread Saw.
- This unit must be equipped with two of the following in any combination: 1 Big Shoota; 1 Rokkit Launcha; 1 Skorcha; 1 Kustom Mega-blasta; 1 Dread Saw.

## ABILITIES

**Dread Mob:** Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, DEFF DREAD

# MORKANAUT



A Morkanaut is a unit that contains 1 model. It is equipped with: 2 Twin Big Shootas; 2 Rokkit Launchas; Kustom Mega-zappa; Kustom Mega-blasta; Klaw of Gork (or possibly Mork).

	M	WS	BS	A	W	Ld	Sv
<b>Morkanaut</b>	<b>8"</b>	<b>3+</b>	<b>5+</b>	<b>1</b>	<b>4</b>	<b>5</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Kustom Mega-blasta	Heavy	24"	1	9+	5+	Supercharge
Kustom Mega-zappa	Heavy	36"	3	9+	5+	Supercharge
Rokkit Launcha	Heavy	24"	1	7+	7+	-
Twin Big Shoota	Heavy	36"	2	7+	9+	-
Klaw of Gork (or possibly Mork)	Melee	Melee	x2	5+	5+	-

## WARGEAR OPTIONS

- This unit can have a Kustom Force Field. If this unit has a Kustom Force Field, it has the following additional abilities: **Kustom Force Field**.

## ABILITIES

**Kustom Force Field:** Subtract 1 from wound rolls for attacks made by ranged weapons that target <CLAN> units whilst they are wholly within 9" of any friendly <CLAN> units with a Kustom Force Field.

## TRANSPORT

This unit can transport up to 6 friendly **FLASH GITZ** or <CLAN> **INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes the space of 2 other **INFANTRY** models.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** SUPER-HEAVY, VEHICLE, TRANSPORT, MORKANAUT

# GORKANAUT



15



A Gorkanaut is a unit that contains 1 model. It is equipped with: 2 Twin Big Shootas; 2 Rokkit Launchas; Deffstorm Mega-shoota; Skorcha; Klaw of Gork (or possibly Mork).

	M	WS	BS	A	W	Ld	Sv
Gorkanaut	8"	3+	5+	2	4	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Deffstorm Mega-shoota	Heavy	36"	8	6+	8+	-
Rokkit Launcha	Heavy	24"	1	7+	7+	-
Skorcha	Heavy	8"	1	7+	9+	Inferno
Twin Big Shoota	Heavy	36"	2	7+	9+	-
Klaw of Gork (or possibly Mork)	Melee	Melee	x2	5+	5+	-

## TRANSPORT

This unit can transport up to 6 friendly **FLASH GITZ** or **<CLAN> INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes the space of 2 other **INFANTRY** models.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** SUPER-HEAVY, VEHICLE, TRANSPORT, GORKANAUT



# LOOTAS



4



Lootas are a unit that contains a 5 models. It can contain 10 models (**Power Rating 8**) or 15 models (**Power Rating 12**). It is equipped with: Deffguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Lootas (5 models)</b>	5"	3+	5+	1	1	4	10+
<b>Lootas (10 models)</b>	5"	3+	5+	2	2	5	10+
<b>Lootas (15 models)</b>	5"	3+	5+	3	3	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Deffguns	Small Arms	48"	x4	7+	7+	-
Close Combat Weapons	Melee	Melee	x2	7+	9+	-

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** LIGHT, INFANTRY, LOOTAS

# FLASH GITZ



8



Flash Gitz are a unit that contains a 5 models. It can contain 10 models (**Power Rating 16**). It is equipped with: Snazzguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Flash Gitz (5 models)</b>	5"	3+	4+	2	2	4	8+
<b>Flash Gitz (10 models)</b>	5"	3+	4+	4	4	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Snazzguns	Small Arms	24"	x3	6+	8+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

**FACTION KEYWORDS:** ORKS, FREEBOOTERZ

**KEYWORDS:** LIGHT, INFANTRY, FLASH GITZ

# TRUKK



4



A Trukk is a unit that contains 1 model. It is equipped with: Big Shoota; Trukk Weapons.

	M	WS	BS	A	W	Ld	Sv
Trukk	12"	5+	5+	1	2	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Trukk Weapons	Melee	Melee	User	9+	9+	-

## ABILITIES

Open-topped, Ignore Damage (6+)

## TRANSPORT

This unit can transport up to 12 friendly **FLASH GITZ** or **<CLAN> INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes the space of 2 other **INFANTRY** models.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, TRUKK

# DAKKAJET



A Dakkajet is a unit that contains 1 model. It is equipped with: 4 Supa-shootas; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Dakkajet	20-60"	5+	5+	1	2	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Supa-shoota	Heavy	36"	1	6+	8+	-
Armoured Bulk	Melee	Melee	User	11+	11+	-

## WARGEAR OPTIONS

- This unit can also be equipped with 2 Supa-shootas (**Power Rating +1**).

## ABILITIES

**Supersonic**

**All da Dakka:** Add 1 to hit rolls for attacks made by this unit with ranged weapons.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, FLY, AIRCRAFT, DAKKAJET

# BURNA-BOMMER



8



A Burna-bommer is a unit that contains 1 model. It is equipped with: Twin Big Shoota; 2 Supa-shootas; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Burna-bommer	20-50"	5+	5+	1	2	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Skorcha Missiles	Heavy	24"	2	5+	9+	-
Supa-shoota	Heavy	36"	1	6+	8+	-
Twin Big Shoota	Heavy	36"	2	7+	9+	-
Armoured Bulk	Melee	Melee	User	11+	11+	-

## WARGEAR OPTIONS

- This unit can also be equipped with Skorcha Missiles (**Power Rating +1**).

## ABILITIES

### Supersonic

**Burna Bombs:** After this unit makes a Move action, select one enemy unit it moved over whilst making that Move action. Roll three D6, subtracting 1 from each result if that unit is a **CHARACTER** and adding 1 to each result if that unit is garrisoning a Defensible Terrain feature; for each result of 4+ place one blast marker next to that unit.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, FLY, AIRCRAFT, BURNA-BOMMER



# BLITZA-BOMMER



A Blitz-a-bommer is a unit that contains 1 model. It is equipped with: Big Shoota; 2 Supa-shootas; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Blitza-bommer	20-50"	5+	5+	1	2	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Supa-shoota	Heavy	36"	1	6+	8+	-
Armoured Bulk	Melee	Melee	User	11+	11+	-

## ABILITIES

### Supersonic

**Boom Bomb:** After this unit makes a Move action, select one enemy unit it moved over whilst making that Move action. Roll two D6, subtracting 1 from each result if that unit is a **CHARACTER** and adding 1 to each result if that unit is **HEAVY** or **SUPER-HEAVY**; for each result of 3+ place one blast marker next to that unit.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, FLY, AIRCRAFT, BLITZA-BOMMER

# WAZBOM BLASTAJET



10



A Wazbom Blastajet is a unit that contains 1 model. It is equipped with: 2 Wazbom Mega-kannons; Smasha Gun; Stikkbomb Flinga; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Wazbom Blastajet	20-60"	5+	5+	1	2	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Smasha Gun	Heavy	48"	2	7+	5+	-
Stikkbomb Flinga	Heavy	12"	2	8+	10+	-
Supa-shoota	Heavy	36"	1	6+	8+	-
Tellyport Mega-blasta	Heavy	24"	1	9+	9+	Destroyer
Wazbom Mega-kannon	Heavy	36"	1	9+	5+	Supercharge
Armoured Bulk	Melee	Melee	User	11+	11+	-

## WARGEAR OPTIONS

- This unit can also be equipped with 2 Supa-shootas. (**Power Rating +1**).
- Instead of being equipped with 1 Stikkbomb Flinga, this unit can have a Kustom Force Field. If this unit has a Kustom Force Field, it has the following additional abilities: **Kustom Force Field**.
- Instead of 2 Wazbom Mega-kannons, this unit can be equipped with 2 Tellyport Mega-blastas.

## ABILITIES

### Supersonic

**Kustom Force Field:** Subtract 1 from wound rolls for attacks made by ranged weapons that target <CLAN> units whilst they are wholly within 9" of any friendly <CLAN> units with a Kustom Force Field.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, FLY, AIRCRAFT, WAZBOM BLASTAJET

# STOMPA



49



A Stompa is a unit that contains 1 model. It is equipped with: Deffkannon; Supa-gatler; 3 Big Shootas; 3 Supa-rokkits; Skorchas; Mega-choppa.

	M	WS	BS	A	W	Ld	Sv
Stompa	12"	3+	5+	2	8	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Deffkannon	Heavy	72"	6	5+	5+	-
Skorcha	Heavy	8"	1	7+	9+	Inferno
Supa-gatler	Heavy	48"	12	6+	8+	-
Supa-rokkit	Heavy	100"	2	7+	4+	One Use Only
Mega-choppa	Melee	Melee	x2	4+	3+	Destroyer

## WARGEAR OPTIONS

- This unit can also be equipped with 2 Supa-rokkits (**Power Rating +2**).

## ABILITIES

**Effigy:** You can re-roll Morale tests taken for friendly **ORKS** units whilst they are within 6" of this unit.

**Stompa Rigger Crew:** At the end of the Action phase, this unit can attempt to repair itself. If it does, roll one D6; on a 4+, remove one damage marker from this unit. Only one attempt to repair each unit can be made each turn.

## TRANSPORT

This unit can transport up to 20 friendly **FLASH GITZ** or **<CLAN> INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes the space of 2 other **INFANTRY** models.

**FACTION KEYWORDS:** ORKS, <CLAN>

**KEYWORDS:** SUPER-HEAVY, VEHICLE, TITANIC, TRANSPORT, STOMPA

# KART



A Kart is a unit that contains 1 model. It is equipped with: Big Shoota; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Kart	13"	5+	5+	1	2	4	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Shoota	Heavy	24"	1	10+	10+	-
Skorcha	Heavy	8"	1	7+	9+	Inferno
Stikkbomb Launcha	Heavy	12"	2	8+	10+	One Use Only
Armoured Hull	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- This unit can also be equipped with up to 6 Shootas (**Power Rating +1** per weapon)
- This unit can also be equipped with up to two of the following (**Power Rating +1** per weapon): Big Shoota; Skorcha.
- This unit can also be equipped with a Stikkbomb Launcha (**Power Rating +1**).

## TRANSPORT

This unit can transport up to 10 friendly **FLASH GITZ** or **<CLAN> INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes the space of 2 other models.

**FACTION KEYWORDS:** ORK, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, TRANSPORT, LOOTED WAGON, KART

# WAGON



A Wagon is a unit that contains 1 model. It is equipped with: Big Shoota; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
<b>Wagon</b>	<b>11"</b>	<b>5+</b>	<b>5+</b>	<b>1</b>	<b>2</b>	<b>4</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Killkannon	Heavy	24"	2	6+	6+	-
Lobba	Heavy	48"	1	7+	9+	Barrage
Rokkit Launcha	Heavy	24"	1	7+	7+	-
Skorcha	Heavy	8"	1	7+	9+	Inferno
Stikkbomb Launcha	Heavy	12"	2	8+	10+	One Use Only
Zzap Gun	Heavy	36"	1	9+	4+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Killkannon; 1 Lobba; 1 Zzap Gun.
- Instead of 1 Big Shoota, this unit can be equipped with one of the following: 1 Skorcha; 1 Zzap Gun.
- This unit can also be equipped with up to two of the following (**Power Rating +1 per weapon**): 1 Big Shoota; 1 Skorcha; 1 Rokkit Launcha.
- This unit can also be equipped with 1 Stikkbomb Launcha (**Power Rating +1**).

**FACTION KEYWORDS:** ORK, <CLAN>

**KEYWORDS:** HEAVY, VEHICLE, LOOTED WAGON, WAGON



# BATTLE FORTRESS



A Battle Fortress is a unit that contains 1 model. It is equipped with: Big Shoota; Mega-gatler; Twin Big Shoota; Krushin' Tracks.

	M	WS	BS	A	W	Ld	Sv
<b>Battle Fortress</b>	<b>10"</b>	<b>5+</b>	<b>5+</b>	<b>3</b>	<b>5</b>	<b>6</b>	<b>5+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Deffkannon	Heavy	72"	6	5+	5+	-
Killkannon	Heavy	24"	2	6+	6+	-
Lobba	Heavy	48"	1	7+	9+	Barrage
Mega-gatler	Heavy	48"	4	8+	8+	-
Rokkit Launcha	Heavy	24"	1	7+	7+	-
Skorcha	Heavy	8"	1	7+	9+	Inferno
Stikkbomb Launcha	Heavy	12"	2	8+	10+	One Use Only
Twin Big Shoota	Heavy	36"	2	7+	9+	-
Twin Skorcha	Heavy	8"	2	7+	9+	Inferno
Zzap Gun	Heavy	36"	1	9+	4+	-
Krushin' Tracks	Melee	Melee	User	9+	9+	-

**FACTION KEYWORDS:** ORK, <CLAN>

**KEYWORDS:** SUPER-HEAVY, TITANIC, VEHICLE, LOOTED WAGON, BATTLE FORTRESS



## WARGEAR OPTIONS

- Instead of 1 Mega-gatler, this unit can be equipped with 1 Deffkannon (**Power Rating +4**).
- Instead of 1 Killkannon, this unit can be equipped with one of the following: 1 Lobba; 1 Twin Big Shoota; 1 Zzap Gun.
- This unit can also be equipped with two (**Power Rating +2**) or four (**Power Rating +4**) of the following: 1 Rokkit Launcha and 1 Twin Big Shoota; 1 Rokkit Launcha and 1 Twin Skorch; 1 Zzap Gun and 1 Twin Big Shoota; 1 Zzap Gun and 1 Twin Skorch.
- This unit can also be equipped with up to two of the following (**Power Rating +1** per weapon): 1 Big Shoota; 1 Rokkit Launcha; 1 Skorch.
- This unit can also be equipped with up to 2 Stikkbomb Launchas (**Power Rating +1** per weapon).

## TRANSPORT

If this unit is equipped with a Mega-gatler, it gains the **TRANSPORT** keyword and can transport up to 30 friendly **FLASH GITZ** or **<CLAN> INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes the space of 2 other **INFANTRY** models.

**FACTION KEYWORDS:** ORK, <CLAN>

**KEYWORDS:** SUPER-HEAVY, TITANIC, VEHICLE, LOOTED WAGON, BATTLE FORTRESS



A Mekboy Workshop is a unit that contains 1 model. It cannot be set up on an objective marker and must be set up more than 1" from any other terrain features. After this unit is set up, it is treated as Defensible Terrain, and is no longer considered to be a unit for any rules purposes.

## GRABBIN' KLAW

At the end of the Action phase, if there are any units that are not **ORKS** units within 3" of this terrain feature, roll one D12; on an 8+ place one blast marker next to the closest unit to this terrain feature that is not an **ORKS** unit (if two or more such units are equally close, select one and place one blast marker next to that unit).

## KUSTOM JOB

At the start of the Orders phase, the player who set up this terrain feature can select one **ORKS HEAVY VEHICLE** unit from their army that is within 3" of this terrain feature. Remove one damage marker from that unit and, until the end of the turn, add 3" to that unit's Move characteristic and add 1 to hit rolls made by that unit with ranged weapons.