Orks

“Waaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaggggggggggggggghhhhhhhhhhhhhhhhhhh!”

These rules are unofficial and are not associated with Games Workshop and its affiliates in any way. These rules are dedicated to the fans of Warhammer 40k and the decades shared together.

Table of Contents

Introduction 1
Army Specific Rules 2
Common Wargear 2
Clan Rules 3
HQ 4
Advisors 7
Generic 7
Unique 12
Troops 16
Elites 18
Infantry 18
Monstrous Infantry 23
Vehicles 24
Fast Attacks 27
Infantry 27
Dragstaz 33
Tanks 37
Heavy Support 38
Infantry 38
Monsters 40
Combat Walkers 43
Tanks 47
Flyers 53
Dedicated Transport 56
Lords of War 57
Fortifications 61

What are the Orks? The Orks are literally bunch of Fungi’s. They grow from spores in a variety of species and love to steal, loot, and fight! Their ramshackle vehicles are imaginative and lethal with lots of quirks and dangers to both the user and the receiver. To play Orks is to embrace the Waaagh! and have a lot of fun building and playing your army.

Army Difficulty 1-5: 1. Orks have a large battlefield presence and are forgiving due to their variety and simple application of Auras. They can be fielded without having to worry about super precise tactics and pack plenty of punch.

Strengths: Orks can form massive hordes of some of the cheapest infantry in the game all the way up to one of the largest unit sizes of Orks. Their hordes literally boost the leadership of the

army as well. They boast massive amounts of Assault weapons and a quirky shooting mechanic that gives a flavorful surprise to friend and foe on how effective it will be each turn. Their Vehicles are very cheap to field due to their quirks as well, helping them feel like the massive green horde they are supposed to be on the table.

Weaknesses: The army has limited effective shooting compared to some other armies. Their Melee is formidable and their HQ and Advisors focus that even more. Their Vehicles have a tendency to stop working temporarily during the battle sometimes as well, which can throw a spanner in the fingy that spins. Their leadership suffers without direct intervention or large mobs nearby.

Army Abilities: The Orks have a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

Dakka – Each unmodified roll of a 6 To Hit causes one additional Auto Hit.

'Ere We Go! – This model may reroll failed Charge rolls.

Mob Rule – 12" True Aura, friendly units may treat their Ld equal to the number of models in this unit.

Poor Maintenance – In each of your Command Phases, roll a d6 for each unit with this rule in your army. On a 1, the unit must decide if it will Move or Shoot this turn.

If elected to Move, it may Advance and Fall Back this turn but cannot Shoot or Charge.

If elected to Shoot, it may Shoot in the Shooting Phase, but cannot Move, Advance, Charge, or Fall Back.

High Altitude models MUST always move, and can never opt to Shoot instead of Move because of Poor Maintenance.

Common Wargear

In order to reduce redundancy throughout the Codex, common Wargear upgrades for units and models will be included here for your quick reference.

- 'Ard Case – This model loses Open Topped and its Firing Ports.
- Aerial Red Paint – This model gains M+10.
- Assault Ramps – This model gains Assault Ramps.
- Extra Armour – This model may treat Crew Stuns as Weapon Disables instead. Choose as soon as you receive a Crew Stun result.
- Forcefield – This model gains a 4+ Invulnerability Save.
- Fuel Mixa Grot – One Use Only. This model Advances 6 instead of rolling d6. Declare before choosing to roll for Advance distance.
- Grot Oiler – One Use Only. This model may reroll the Repair Die (either to restore service or number of wounds restored).
- Grot Riggas – This model gains Heal.
- Red Paint – This model gains M+2.
- Stikkbomb Flinga – This model gains a 5+ Invulnerability Save vs Ranged Attacks.
- Targeting Squig – This model may reroll To Hit with ranged weapons.

- Turbo Charga - You may declare an Advance in the Movement Phase instead of the Shooting Phase when nominating this model to Move. If you roll a 1 this model suffers 1 Mortal Wound and cannot Move, Advance, Charge, or Fall Back until your next Movement Phase. You do not count as having Advanced this Turn (meaning you can still Advance in the Shooting Phase).

Clans

Ork Clans specialize in different aspects. The following are Clans you can play with to change the play style of your forces. If you wish to play the Codex with no modifications, select the Average Clan.

Average:

- No changes to datasheets in this Codex

Bad Moons:

- Posh Lifestyle: Models in your army may not claim Objective Markers in the enemy deployment zone.
- Wealthiest Gitz: Models in your army trigger Dakka on a 5+ instead of a 6+ To Hit.

Blood Axes:

- Sneaky Gitz: Models in your army gain Stealth and Outflank. If they already have Stealth they gain Shroud.
- Survivors of Da Big Party: Models in your army must reroll successful Ld tests.

Da Red Revolution:

- Grot Warmachines: All Vehicle, Titanic Vehicle, Monsters, and Titanic Monsters with the Ork keyword suffer W-2 but gain BS-1 (Improves by 1).
- Only Grots: This army may not include any Ork keyword units that are not Vehicle, Titanic Vehicle, Monsters, or Titanic Monsters.

Deathskulls:

- Hurry Up and Loot: All models in your army must declare Charges if they can legally do so, and may not do anything such as fire Heavy Weapons or Advance if it would compromise a legal Charge that is in range.
- Scavenging Gitz: Each unit in your army gains one Looted Die for each W# of each model it slays. Looted Dice may be used to reroll any To Hit die in relation to this unit, but you cannot reroll a reroll.

Evil Sunz:

- Hyper ADHD Gitz: Infantry models in your army only count as half a model for purposes of contesting an Objective Marker.
- Speed Freeks: All Vehicles gain M+2. Aircraft may turn 90 degrees after firing in the Shooting Phase as well as before moving in the Movement Phase.

Freebooterz:

- Pirate Gitz: All Infantry models in your army gain Objective Secured.
- Lurking Pirates: Your entire army must deploy in Reserves, even if it is normally not allowed to do so.

Goff:

- Goff is Da Best: All models in your army may reroll 1s To Hit in Melee.
- Obnoxious Gitz: Infantry models in your army only count as half a model for purposes of contesting an Objective Marker.

Snakebite:

- Feral Gitz: This army may not field any Vehicle models, but all models gain M+2.
- Tough Squiggitz: Infantry, Monstrous Infantry, Monsters, and Titanic Monsters inflict a -2 To Wound on Poisoned (#+) weapons rolling To Wound them.
- Poisonous Fauna: All Squig keyword models in your army gains Poisoned (3+) on its Melee weapons.

HQ Slots 1-2 Slots

Generic

Deffkilla Wartrike Wartrike	**M WS BS S T W I A Ld Sv** 12 2+ 5+ 6 6 7 2 4 9 -	**Points: 212** **Composition:** **1 Wartrike**
Wargear Wartrike: 3 Linked Boomstikkz Killa Jet Choppa Stikkbombz Forcefield	**Options** May swap Choppa for M May take one B	**Rules** Wartrike: Independent Character Monstrous Infantry Steed Ork 'Ere We Go! Breakin' 'Eads! – 6" Aura, the first time each phase a friendly Ork unit fails a Ld test, this model inflicts d3 Mortal Wounds to that unit and it automatically passes that test. Waaagh! – 6" Aura, this model and target unit score one Auto Hit on a unmodified roll of a 6 To Hit in Melee.
Special Wargear:	**Special Wargear Upgrades:** B Da Big Boss +29 points	S+1, W+1, A+1, Gains Da Big Boss, Unique

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
R	3 Linked Boomstikkz	12	5	-	Assault 2 x3, Dakka, Scatter
S	Killa Jet	6 Or Flame	8 Or 5	1+ Or 4+	Assault 2, Melta, (Monsterbane) Or Assault 1

M	Choppa	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +4 points	Power Stabba	Melee	User	3+	None
M +6 points	Big Choppa	Melee	+2	5+	None
M +14 points	Killsaw	Melee	+2	2+	None
M +20 points	Power Klaw	Melee	X2	2+	Slow, Monsterbane
G	Stikkbombz	8	3	-	Grenade 1, 3" Blast

Warboss Warboss Dakka Runt	**M WS BS S T W I A Ld Sv** 6 2+ 5+ 6 5 5 2 4 9 4+ 6 5+ 4+ 2 2 4 4 1 5 -	**Points: 144** **Composition:** **1 Warboss**
Wargear Warboss: Slugga Choppa Stikkbombz Forcefield Dakka Runt: Grot Rifle Grot Blasta	**Options** May swap Slugga for R May swap Choppa for M May take one A May take one B May take one C May take a Dakka Runt for +44 points	**Rules** Warboss: Independent Character Monstrous Infantry Ork 'Ere We Go! Very Bulky Breakin' 'Eads! – 6" Aura, the first time each phase a friendly Ork unit fails a Ld test, this model inflicts d3 Mortal Wounds to that unit and it automatically passes that test. Waaagh! – 6" Aura, this model and target unit score one Auto Hit on a unmodified roll of a 6 To Hit in Melee. Dakka Runt: Independent Character Infantry Grot 'Ere We Go! Munition Bearer – This model and target model may reroll 1s to Wound with ranged weapons.
Special Wargear:	**Special Wargear Upgrades:** A Mega Armour +18 points A Drill Boss +20 points A Warbike +29 points B Da Big Boss +30 points C Targeting Squig +5 points	 M-2, W+1, Sv-1 (Improves by 1), Gains Deepstrike, Steady M+6. Gain Deepstrike, Fly. M+6, T+1, W+1 S+1, W+1, A+1, Gains Da Big Boss, Unique

Selection	Name	Range	S	AP	Rules
P	Slugga	12	4	-	Pistol 1, Dakka
R +2 points	Shoota	18	4	-	Assault 2, Dakka
R +8 points	Kustom Shoota	18	4	-	Assault 4, Dakka
R +8 points	Kombi Burna	Flame Or 18	4 Or 4	5+ Or -	Assault 1 Or Assault 2, Dakka
R +15 points	Kombi Rokkit	24 Or 18	8 Or 4	3+ Or -	Assault 1, Monsterbane, Dakka Or Assault 2, Dakka
R +24 points	Meltagun	12	8	1+	Assault 1, Melta, Dakka, (Monsterbane)
M	Choppa	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +3 points	Power Stabba	Melee	User	3+	None
M +5 points	Big Choppa	Melee	+2	5+	None
M +11 points	Killsaw	Melee	+2	2+	None
M +16 points	Power Klaw	Melee	X2	2+	Slow, Monsterbane
S	Grot Rifle	18	3	-	Assault 1, Dakka
S	Grot Blasta	12	3	-	Pistol 1, Dakka
G	Stikkbombz	8	3	-	Grenade 1, 3” Blast

Warboss on Squigosaur Squigosaur	**M WS BS S T W I A Ld Sv** 12 2+ 5+ 6 7 9 2 4 9 -	**Points: 220** **Composition:** **1 Squigosaur**
Wargear Squigosaur: Slugga Choppa Gorin’ Horns Stikkbombz Forcefield	**Options** May take one S May swap Choppa for M May take one B	**Rules** Squigosaur: Independent Character Monster Ork ‘Ere We Go! Shock Assault Breakin’ ‘Eads! – 6” Aura, the first time each phase a friendly Ork unit fails a Ld test, this model inflicts d3 Mortal Wounds to that unit and it automatically passes that test. Waaagh! – 6” Aura, this model and target unit score one Auto Hit on a unmodified roll of a 6 To Hit in Melee.
Special Wargear: Forcefield – 4+ Invulnerability Save	**Special Wargear Upgrades:** B Da Big Boss +29 points	S+1, W+1, A+1, Gains Da Big Boss, Unique

Selection	Name	Range	S	AP	Rules
P	Slugga	12	4	-	Pistol 1, Dakka
S +10 points	Thump Gun	18	6	4+	Assault 1, 3” Blast
M	Choppa	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +4 points	Power Stabba	Melee	User	3+	None
M +6 points	Big Choppa	Melee	+2	5+	None
M +14 points	Killsaw	Melee	+2	2+	None
M +20 points	Power Klaw	Melee	X2	2+	Slow, Monsterbane
M	Gorin’ Horns	Melee	+1	2+	Auxiliary, Extra Attack 4
G	Stikkbombz	8	3	-	Grenade 1, 3” Blast

Advisors 0-3/Troop Slot Purchased

Generic

Grot Herder Grot Herder	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 4 4 4 2 3 6 6+	**Points: 35** **Composition:** **1 Grot Herder**
Wargear Grot Herder: Slugga Grabba	**Options**	**Rules** Grot Herder: Independent Character Infantry Ork ‘Ere We Go! Breakin’ ‘Ittle ‘ Eads! – 6” Aura, the first time each round a friendly Grot unit fails a Ld Test, inflict d3 Mortal Wounds and it automatically passes this Ld test and all other Ld tests for the rest of the Turn.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	Slugga	12	4	-	Pistol 1, Dakka
M	Grabba	Melee	User	-	Sniper 3+
M +4 points	Goader	Melee	+1	-	Tesla

Mek Boy Mek Boy	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 4 4 4 2 3 6 6+	**Points: 36** **Composition:** **1 Mek Boy**
Wargear Mek Boy: Slugga Choppa Stikkbombz	**Options** May swap Slugga for P or R May swap Choppa for M May take one A May take one B May take one C May take one F May take one W	**Rules** Mek Boy: Independent Character Infantry Ork 'Ere We Go! Repair – Target model in base contact Repairs 1 Wound. Roll a d6, on a 5+ restore service for one Weapon Disabled, Crew Shaken, Immobilized, or Weapon Destroyed.
Special Wargear:	**Special Wargear Upgrades:** A Grot Oiler +2 points B Nob +14 points C Mega Armour +21 points F Kustom Forcefield +120 points W Warbike +19 points	 S+1, W+1, A+1, Gains Bulky M-2, W+1, Sv-3 (Improves by 1). Gains Deepstrike, Steady. 6" Aura, this model and target unit gain a 5+ Invulnerability Save. M+6, T+1, W+1, Gains Very Bulky

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Slugga	12	4	-	Pistol 1, Dakka
R +8 points	Kombi Burna	Flame Or 18	4 Or 4	5+ Or -	Assault 1 Or Assault 2, Dakka
R +11 points	Kustom Mega Blasta	24	8	2+	Assault 1, Dakka, Gets Hot!, Monsterbane
R +13 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane
R +15 points	Kombi Rokkit	24 Or 18	8 Or 4	3+ Or -	Assault 1, Monsterbane, Dakka Or Assault 2, Dakka
R +18 points	Big Zzappa	36	6	-	Assault 3, Dakka, Tesla
R +24 points	Meltagun	12	8	1+	Assault 1, Melta, Dakka, (Monsterbane)
R +24 points	Shokk Attack Gun	36	2d6	1d6+	Heavy 1d3, Dakka, Tesla
P +11 points	Kustom Mega Slugga	12	8	2+	Pistol 1, Dakka, Gets Hot!, Monsterbane
M	Choppa	Melee	User	-	Extra Attack 1

M +0 points	Chainsword	Melee	User	6+	Rending
M +3 points	Power Stabba	Melee	User	3+	None
M +5 points	Big Choppa	Melee	+2	5+	None
M +11 points	Killsaw	Melee	+2	2+	None
M +16 points	Power Klaw	Melee	X2	2+	Slow, Monsterbane
M +25 points	Drilla	Melee	D	2+	Auxiliary, Destroyer, Monsterbane
G	Stikkbombz	8	3	-	Grenade 1, 3" Blast

Pain Boy Pain Boy	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 4 4 4 2 3 6 6+	**Points: 197** **Composition:** **1 Pain Boy**
Wargear Pain Boy: Power Klaw 'Urty Syringe	**Options** May take one A May take one B	**Rules** Pain Boy: Infantry 'Ere We Go! Ork Dok's Toolz – 6" Aura, this model and target unit gain 5+ Feel No Pain. Saw Bones – 6" Aura, target a non-Vehicle model and roll d6. On a 2+, it Heals 1 Wound.
Special Wargear:	**Special Wargear Upgrades:** A Grot Orderly +5 points B Nob +14 points	 This model may reroll the Saw Bones die. One Use Only. S+1, W+1, A+1, Gains Bulky

Selection	Name	Range	S	AP	Rules
M	Power Klaw	Melee	X2	2+	Slow, Monsterbane
M	'Urty Syringe	Melee	User	-	Poisoned (2+)

Weird Boy Weird Boy	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 4 4 4 2 3 6 6+	**Points: 47** **Composition:** **1 Weird Boy**
Wargear Weird Boy: Weird Boy Staff	**Options** May take Psychic Mastery Level 2 for +15 points May take up to one S for each Psychic Mastery Level May take one B	**Rules** Weird Boy: Infantry 'Ere We Go! Ork Psychic Mastery Level 1
Special Wargear:	**Special Wargear Upgrades:** B Nob +14 points	 S+1, W+1, A+1, Gains Bulky

Selection	Name	Range	S	AP	Rules
M	Weird Boy Staff	Melee	+2	4+	Concussion, Psychicbane
S +15 points	'Ead Banger Cast 6+	18	-	-	Sniper (*+), target model takes a Toughness test on 2d6. If it fails, it suffers 1 Mortal Wound.
S +15 points	Da Jump Cast 6+	6	-	-	Friendly target unit is removed from the table and immediately Deepstrikes. This special Deepstrike does not grant the usual 4+ Cover Save. If targeting a Vehicle the Cast is 8+ instead.
S +15 points	Waaagh! Energy Cast 6+	18	-	-	Target unit gains Furious Charge until your next Psychic Phase.
S +18 points	Da Krunch Cast 7+	18	2d6	3+	Assault 1, 5" Blast, Krunch – Any roll of double 1s or 6s for Scatter centers the blast on the Caster instead without Scattering. Any roll of a Double for Strength changes Da Krunch to Assault 2 for this casting.
S +24 points	Power Vomit Cast 7+	Flame	7	2+	Assault 1
S +45 points	Warpath Cast 6+	12	-	-	Target unit gains A+1 until your next Psychic Phase.

Waaagh! Banner Banner Boy	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 4 4 4 2 3 6 6+	**Points: 120** **Composition:** **1 Banner Boy**
Wargear Banner Boy: Slugga Choppa Stikkbombz Waaagh! Banner	**Options** May swap Slugga for R or P May swap Choppa for M May swap Waaagh! Banner for A May take one B	**Rules** Banner Boy: Infantry 'Ere We Go! Ork
Special Wargear: Waaagh! Banner – 6" Aura, this model and target unit gain A+1.	**Special Wargear Upgrades:** A Boom Box +30 points B Nob +14 points	 6" Aura, this model and target unit gain a 5+ Invulnerability Save S+1, W+1, A+1, Gains Bulky

Selection	Name	Range	S	AP	Rules
P	Slugga	12	4	-	Pistol 1, Dakka

R +8 points	Kombi Burna	Flame Or 18	4 Or 4	5+ Or -	Assault 1 Or Assault 2, Dakka
R +11 points	Kustom Mega Blasta	24	8	2+	Assault 1, Dakka, Gets Hot!, Monsterbane
R +13 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane
R +15 points	Kombi Rokkit	24 Or 18	8 Or 4	3+ Or -	Assault 1, Monsterbane, Dakka Or Assault 2, Dakka
R +18 points	Big Zzappa	36	6	-	Assault 3, Dakka, Tesla
R +24 points	Meltagun	12	8	1+	Assault 1, Melta, Dakka, (Monsterbane)
P +11 points	Kustom Mega Slugga	12	8	2+	Pistol 1, Dakka, Gets Hot!, Monsterbane
M	Choppa	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +3 points	Power Stabba	Melee	User	3+	None
M +5 points	Big Choppa	Melee	+2	5+	None
M +11 points	Killsaw	Melee	+2	2+	None
M +16 points	Power Klaw	Melee	X2	2+	Slow, Monsterbane
G	Stikkbombz	8	3	-	Grenade 1, 3” Blast

Unique

Boss Snikrot Snikrot	**M WS BS S T W I A Ld Sv** 6 2+ 5+ 5 5 5 2 4 9 6+	**Points: 204** **Composition:** **1 Snikrot**
Wargear Snikrot: Mork's Teef Stikkbombz Forcefield	**Options**	**Rules** Snikrot: Independent Character Monstrous Infantry Unique 'Ere We Go! Ork Infiltrate Stealth Very Bulky Kunin' Infiltrator – This model and its unit gains Infiltrate. If the unit this model is deployed with has Infiltrator, they also gain Scout. Red Skull Kommandoz – 6" Aura, this model and target unit may reroll 1s To Hit. Terrifyin' Killa - 6" Aura, target unit suffers Ld-1. Waaagh! – 6" Aura, this model and target unit score one Auto Hit on a unmodified roll of a 6 To Hit in Melee.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Mork's Teef	Melee	User	5+	Poisoned (3+), Rending
G	Stikkbombz	8	3	-	Grenade 1, 3" Blast

Boss Zagstruk Zagstruk	**M WS BS S T W I A Ld Sv** 12 2+ 5+ 6 5 5 2 4 9 6+	**Points: 235** **Composition:** **1 Zagstruk**
Wargear Zagstruk: Blitz Missilez Slugga Choppa Da Vulcha's Klawz Forcefield	**Options**	**Rules** Zagstruk: Independent Character Monstrous Infantry Unique 'Ere We Go! Ork Deepstrike Flying Very Bulky Cybork Body – This model has a 5+ Feel No Pain. Full Throttle – 6" Aura, this model and target unit with Flying may charge the same turn they Advance. Goff Drill Boss – 6" Aura, this model and target unit automatically pass Ld tests. Waaagh! – 6" Aura, this model and target unit score one Auto Hit on a unmodified roll of a 6 To Hit in Melee.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
S	Blitz Missilez	18	6	1+	Assault 1, Dakka
P	Slugga	12	4	-	Pistol 1, Dakka
M	Choppa	Melee	User	-	Extra Attack 1
M	Da Vulcha's Klawz	Melee	+2	2+	Auxiliary, Extra Attack 1

Mad Dok Grotsnik Grotsnik	**M WS BS S T W I A Ld Sv** 6 2+ 5+ 6 5 5 2 4 9 6+	**Points: 226** **Composition:** **1 Grotsnik**
Wargear Grotsnik: Slugga Power Klaw 'Urty Syringe	**Options**	**Rules** Grotsnik: Independent Character Monstrous Infantry Unique 'Ere We Go! Very Bulky One Scalpel Short of a Med Pack – 6" Aura, this model and target unit gains a 4+ Feel No Pain. For each roll of a 1 on a Feel No Pain, the target unit or model suffers 1 Mortal Wound. Saw Bones – 6" Aura, target a non-Vehicle model and roll d6. On a 2+, it Heals 1 Wound.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Slugga	12	4	-	Pistol 1, Dakka
M	Power Klaw	Melee	X2	2+	Slow, Monsterbane
M	'Urty Syringe	Melee	User	-	Poisoned (2+)

Mazrog Skragbad Gutrippa	**M WS BS S T W I A Ld Sv** 12 2+ 5+ 6 7 9 2 4 6 -	**Points: 195** **Composition:** **1 Gutrippa**
Wargear Gutrippa: Thump Gun Gorin' Horns Gutrippa	**Options**	**Rules** Gutrippa: Independent Character Monster Unique Ork 'Ere We Go! Shock Assault Tougher Than a Rok Squig – This model has a 4+ Feel No Pain
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
S	Thump Gun	18	6	4+	Assault 1, 3" Blast
M	Gorin' Horns	Melee	+1	2+	Auxiliary, Extra Attack 4
M	Gutrippa	Melee	+1	3+	None

Zodgrod Wortsnagga Zodgrod	**M WS BS S T W I A Ld Sv** 6 2+ 5+ 5 5 4 2 3 9 6+	**Points: 149** **Composition:** **1 Zodgrod**
Wargear Zodgrod: Slugga Da Grabzzappa Forcefield	**Options**	**Rules** Zodgrod: Independent Character Monstrous Infantry Unique 'Ere We Go! Very Bulky Grot Kommandoz – 6" Aura, this model and target Grot Infantry unit gain T+1 and Mob Rule. Waaagh! – 6" Aura, this model and target unit score one Auto Hit on a unmodified roll of a 6 To Hit in Melee.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	Slugga	12	4	-	Pistol 1, Dakka
M	Da Grabzzappa	Melee	+2	2+	Tesla

Troops 2-6 Slots

Ork Boyz Boss Boy Boy	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 4 4 1 2 2 6 6+ 6 3+ 5+ 4 4 1 2 1 5 6+	**Points: 90** **Composition:** **0-1 Boss Boyz** **9-29 Boyz**
Wargear Boss Boy: Slugga Choppa Stikkbombz Ork: Slugga Choppa Stikkbombz	**Options** May add a Boss Boy for +14 points Boss Boy may swap Slugga for OR Boss Boy may swap Choppa for M or OM Boss Boy may take one B May take up to 20 more Boyz for +10 points each Up to 3 Boyz may swap Slugga and Choppa for S or take SG Any Boy may swap Slugga and Choppa for R Any Boy may swap Choppa for M The entire unit may take one E	**Rules** Boss Boy: Character Infantry Ork 'Ere We Go! Mob Rule Ork: Infantry Ork 'Ere We Go! Mob Rule
Special Wargear:	**Special Wargear Upgrades:** B Boss Nob +8 points E 'Ard Boyz +2 points per model	 S+1, W+1, A+1, gains Bulky Sv-2 (Improves by 2)

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Slugga	12	4	-	Pistol 1, Dakka
OR +2 points	Shoota	18	4	-	Assault 2, Dakka
OR +8 points	Kombi Burna	Flame Or 18	4 Or 4	5+ Or -	Assault 1 Or Assault 2, Dakka
OR +15 points	Kombi Rokkit	24 Or 18	8 Or 4	3+ Or -	Assault 1, Monsterbane, Dakka Or Assault 2, Dakka
OR +24 points	Meltagun	12	8	1+	Assault 1, Dakka, Melta, (Monsterbane)
M	Choppa	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
OM +2 points	Power Stabba	Melee	User	3+	None
OM +3 points	Big Choppa	Melee	+2	5+	None
OM +7 points	Killsaw	Melee	+2	2+	None
OM +10 points	Power Klaw	Melee	X2	2+	Slow, Monsterbane
S +5 points	Burna	Flame	4	5+	Assault 1
S +10 points	Big Shoota	36	5	5+	Assault 3, Dakka

S +12 points	Rokkit Launcha	24	8	3+	Assault 1, Monsterbane, Dakka
SG +7 points	Tankbusta Bombz	6	8	1+	Grenade 1, Nonblast, Armourbane, Monsterbane
R +1 point	Shoota	18	4	-	Assault 2, Dakka
G	Stikkbombz	8	3	-	Grenade 1, 3" Blast

Grots Grot	**M WS BS S T W I A Ld Sv** 6 5+ 4+ 2 2 1 4 1 5 -	**Points: 60** **Composition:** **30-50 Grots**
Wargear Grot: Grot Blasta	**Options** May add up to 20 more Grots for +2 points each Any model may swap its Grot Blasta for R	**Rules** Grot: Infantry 'Ere We Go! Grot Packed Like Squigs – This model counts as half a model for Transport Capacity. Unruly Mob – This unit may only have Independent Characters at one for every five models instead of one for every two.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Grot Blasta	12	3	-	Pistol 1, Dakka
R +0 points	Grot Rifle	18	3	-	Assault 1, Dakka

Elite 0-3 Slots

Infantry

Burna Boyz Spanner Boy	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 4 4 1 2 2 6 6+ 6 3+ 5+ 4 4 1 2 1 5 6+	**Points: 60** **Composition:** **0-1 Spanner** **4-14 Boyz**
Wargear Spanner: Slugga Choppa Stikkbombz Ork: Burna Stikkbombz	**Options** May add a Spanner for +20 points Spanner may swap Slugga for OR Spanner may swap Choppa for OM Spanner may take one B Spanner may take up to one of each A May take up to 10 more Boyz for +15 points each The entire unit may take one E	**Rules** Spanner: Character Infantry Ork 'Ere We Go! Mob Rule Repair – Target model in base contact Repairs 1 Wound. Roll a d6, on a 5+ restore service for one Weapon Disabled, Crew Shaken, Immobilized, or Weapon Destroyed. Ork: Infantry Ork 'Ere We Go! Mob Rule
Special Wargear:	**Special Wargear Upgrades:** B Boss Nob +8 points A Grot Oiler +2 points E 'Ard Boyz +2 points per model	 S+1, W+1, A+1, gains Bulky Sv-2 (Improves by 2)

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Slugga	12	4	-	Pistol 1, Dakka
OR +2 points	Shoota	18	4	-	Assault 2, Dakka
OR +8 points	Kombi Burna	Flame Or 18	4 Or 4	5+ Or -	Assault 1 Or Assault 2, Dakka
OR +15 points	Kombi Rokkit	24 Or 18	8 Or 4	3+ Or -	Assault 1, Monsterbane, Dakka Or Assault 2, Dakka
OR +24 points	Meltagun	12	8	1+	Assault 1, Dakka, Melta, (Monsterbane)
M	Choppa	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
OM +2 points	Power Stabba	Melee	User	3+	None
OM +3 points	Big Choppa	Melee	+2	5+	None

OM +7 points	Killsaw	Melee	+2	2+	None
OM +10 points	Power Klaw	Melee	X2	2+	Slow, Monsterbane
S	Burna	Flame	4	5+	Assault 1
G	Stikkbombz	8	3	-	Grenade 1, 3” Blast

Kommandoz Boss Boy Boy	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 4 4 1 2 2 6 6+ 6 3+ 5+ 4 4 1 2 1 5 6+	**Points: 56** **Composition:** **0-1 Boss Boyz** **4-14 Boyz**
Wargear Boss Boy: Slugga Choppa Stikkbombz Ork: Slugga Choppa Stikkbombz	**Options** May add a Boss Boy for +18 points Boss Boy may swap Slugga for OR Boss Boy may swap Choppa for M or OM Boss Boy may take one B May take up to 10 more Boyz for +14 points each Up to 3 Boyz may swap Slugga and Choppa for S or take SG Any Boy may swap Choppa for M The entire unit may take one E	**Rules** Boss Boy: Character Infantry Ork ‘Ere We Go! Mob Rule Infiltrate Stealth Ork: Infantry Ork ‘Ere We Go! Mob Rule Infiltrate Stealth
Special Wargear:	**Special Wargear Upgrades:** B Boss Nob +8 points E ‘Ard Boyz +2 points per model	 S+1, W+1, A+1, gains Bulky Sv-2 (Improves by 2)

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Slugga	12	4	-	Pistol 1, Dakka
OR +2 points	Shoota	18	4	-	Assault 2, Dakka
OR +8 points	Kombi Burna	Flame Or 18	4 Or 4	5+ Or -	Assault 1 Or Assault 2, Dakka
OR +15 points	Kombi Rokkit	24 Or 18	8 Or 4	3+ Or -	Assault 1, Monsterbane, Dakka Or Assault 2, Dakka
OR +24 points	Meltagun	12	8	1+	Assault 1, Dakka, Melta, (Monsterbane)
M	Choppa	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
OM +2 points	Power Stabba	Melee	User	3+	None
OM +3 points	Big Choppa	Melee	+2	5+	None
OM +7 points	Killsaw	Melee	+2	2+	None

OM +10 points	Power Klaw	Melee	X2	2+	Slow, Monsterbane
S +5 points	Burna	Flame	4	5+	Assault 1
S +10 points	Big Shoota	36	5	5+	Assault 3, Dakka
S +12 points	Rokkit Launcha	24	8	3+	Assault 1, Monsterbane, Dakka
SG +7 points	Tankbusta Bombz	6	8	1+	Grenade 1, Nonblast, Armourbane, Monsterbane
G	Stikkbombz	8	3	-	Grenade 1, 3" Blast

Nobz Boss Nob Nob	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 5 4 2 2 3 6 6+ 6 3+ 5+ 5 4 2 2 2 5 6+	**Points: 68** **Composition:** **0-1 Boss Nob** **4-9 Nobz**
Wargear Boss Nob: Slugga Choppa Stikkbombz Nob: Slugga Choppa Stikkbombz	**Options** May add a Boss Nob for +21 Points May add up to 5 more Nobz for +17 points each Any model may swap Slugga for R Any model may swap Choppa for M The entire unit may take one E	**Rules** Boss Nob: Character Infantry Ork 'Ere We Go! Mob Rule Bulky Nob: Infantry Ork 'Ere We Go! Mob Rule Bulky
Special Wargear:	**Special Wargear Upgrades:** E 'Ard Boyz +2 points per model	Sv-2 (Improves by 2)

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Slugga	12	4	-	Pistol 1, Dakka
R +2 points	Shoota	18	4	-	Assault 2, Dakka
R +8 points	Kombi Burna	Flame Or 18	4 Or 4	5+ Or -	Assault 1 Or Assault 2, Dakka
R +8 points	Kustom Shoota	18	4	-	Assault 4, Dakka
R +15 points	Kombi Rokkit	24 Or 18	8 Or 4	3+ Or -	Assault 1, Monsterbane, Dakka Or Assault 2, Dakka
R +24 points	Meltagun	12	8	1+	Assault 1, Dakka, Melta, (Monsterbane)
M	Choppa	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +2 points	Power Stabba	Melee	User	3+	None

M +3 points	Big Choppa	Melee	+2	5+	None
M +7 points	Killsaw	Melee	+2	2+	None
M +10 points	Power Klaw	Melee	X2	2+	Slow, Monsterbane
G	Stikkbombz	8	3	-	Grenade 1, 3” Blast

Snotling Mob Snotlings	**M WS BS S T W I A Ld Sv** 6 5+ 5+ 2 2 3 4 3 5 -	**Points: 30** **Composition:** **3-10 Snotlings**
Wargear Snotlings: None	**Options** May add up to 7 more Snotlings for +10 points each	**Rules** Snotlings: Swarm ‘Ere We Go! I’m Sad, I’ll Kick a Snotling – 6” Aura, target friendly unit making Ranged Attacks may inflicts 1 Mortal Wound per model in the Shooting unit against this unit. If they do so, they may change 1 die result to a natural 6 To Hit per Mortal Wound inflicted.
Special Wargear:	**Special Wargear Upgrades:**	

Tank Bustas Boss Boy Boy	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 4 4 1 2 2 6 6+ 6 3+ 5+ 4 4 1 2 1 5 6+	**Points: 88** **Composition:** **0-1 Boss Boyz** **4-14 Boyz**
Wargear Boss Boy: Rokkit Launcha Choppa Stikkbombz Ork: Rokkit Launcha Stikkbombz	**Options** May add a Boss Boy for +26 points Boss Boy may swap Choppa for M or OM Boss Boy may take one B May take up to 10 more Boyz for +22 points each Up to 3 Boyz may swap Rokkit Launcha for S or take a SG Any Boy may swap Choppa for M The entire unit may take one E The entire unit may take up to 2 F	**Rules** Boss Boy: Character Infantry Ork ‘Ere We Go! Mob Rule Ork: Infantry Ork ‘Ere We Go! Mob Rule Unleash the Squigs of War – Token. During the Shooting Phase, the unit may choose to Release the Bomb Squigs. If they do so, nominate an enemy unit and roll 2d6 for each Squig. If the Squig makes contact with an enemy model it

		stays put. Determine the final resting position of all Bomb Squigs, then resolve their Bomb Squig attack centering the Blast Template on them without scattering it. Remove the Squigs from the game afterwards.
Special Wargear:	**Special Wargear Upgrades:** B Boss Nob +8 points E 'Ard Boyz +2 points per model F Bomb Squigs +3 points	 S+1, W+1, A+1, gains Bulky Sv-2 (Improves by 2) Unleash the Squigs of War

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
S	Rokkit Launcha	24	8	3+	Assault 1, Monsterbane, Dakka
S -3 points	Knucklebustas	Melee	X2	2+	Slow, Extra Attack 1, Monsterbane
S +3 points	Tankhammer	Melee	10	2+	Slow, Monsterbane
S +9 points	2 Linked Rokkit Pistols	12	7	3+	Pistol 1 x2, Dakka
SG +7 points	Tankbusta Bombz	6	8	1+	Grenade 1, Nonblast, Armourbane, Monsterbane
M	Choppa	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
OM +2 points	Power Stabba	Melee	User	3+	None
OM +3 points	Big Choppa	Melee	+2	5+	None
OM +7 points	Killsaw	Melee	+2	2+	None
OM +10 points	Power Klaw	Melee	X2	2+	Slow, Monsterbane
G	Stikkbombz	8	3	-	Grenade 1, 3" Blast
D	Bomb Squig	Melee	10	2+	5" Blast, Monsterbane, Unleash the Squigs of War

Monstrous Infantry

Mega Nobz Boss Mega Nob Mega Nob	**M WS BS S T W I A Ld Sv** 4 3+ 5+ 5 4 3 2 4 6 3+ 4 3+ 5+ 5 4 3 2 3 5 3+	**Points: 200** **Composition:** **0-1 Boss Mega Nob** **4-9 Mega Nobz**
Wargear Boss Mega Nob: Kustom Shoota Killsaw Stikkbombz Mega Nob: Kustom Shoota Killsaw Stikkbombz	**Options** May add a Boss Nob for +57 Points May add up to 5 more Mega Nobz for +50 points each Any model may swap Kustom Shoota for R Any model may swap Killsaw for M	**Rules** Boss Mega Nob: Character Monstrous Infantry Ork 'Ere We Go! Mob Rule Deepstrike Steady Very Bulky Mega Nob: Infantry Ork 'Ere We Go! Mob Rule Deepstrike Steady Very Bulky
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
R	Kustom Shoota	18	4	-	Assault 4, Dakka
R +0 points	Kombi Burna	Flame Or 18	4 Or 4	5+ Or -	Assault 1 Or Assault 2, Dakka
R +5 points	Kombi Rokkit	24 Or 18	8 Or 4	3+ Or -	Assault 1, Monsterbane, Dakka Or Assault 2, Dakka
M	Killsaw	Melee	+2	2+	None
M +5 points	Power Klaw	Melee	X2	2+	Slow, Monsterbane
G	Stikkbombz	8	3	-	Grenade 1, 3" Blast

Vehicles

Big Mek Dakkarigs Dakkarig	**M WS BS S FA SA RA W I A Ld Sv** 10 3+ 5+ 6 11 10 10 11 2 3 6 3+	**Points: 125** **Composition:** **1-3 Dakkarigs**
Wargear Dakkarig: Blitzkannon 2 Linked Rokkit Launchas Dakkarig Forcefield	**Options** May add up to 2 more Dakkarigs for +125 points each The entire unit may take up to one of each E	**Rules** Dakkarig: Vehicle Combat Walker 'Ere We Go! Poor Maintenance
Special Wargear: Dakkarig Forcefield – 5+ Invulnerability Save	**Special Wargear Upgrades:** E Grot Riggas +2 points per model E Fuel Mixa Grot +2 points per model E Extra Armour +2 points per model E Red Paint +1 point per model	

Selection	Name	Range	S	AP	Rules
H	Blitzkannon	24	7	4+	Assault 8, Dakka, Monsterbane, Hull, Primary
H	2 Linked Rokkit Launchas	24	8	3+	Assault 1 x2, Dakka, Monsterbane, Hull
H +2 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane, Hull, Primary
H +3 points	Kustom Mega Blasta	24	8	2+	Assault 1, Dakka, Monsterbane, Gets Hot!, Hull, Primary
H +4 points	Grotzooka	18	6	5+	Heavy 2, 3" Blast, Hull, Primary
M +11 points	Kan Klaw	Melee	+2	2+	Primary

Killa Kanz Killa Kommanda Killa Kan	**M WS BS S FA SA RA W I A Ld Sv** 6 5+ 4+ 5 11 10 10 5 4 3 6 3+ 6 5+ 4+ 5 11 10 10 5 4 2 5 3+	**Points: 130** **Composition:** **1 Killa Kommanda** **2-9 Killa Kanz**
Wargear Killa Kommanda: 2 Skorchas Killa Kanz: 2 Skorchas	**Options** May add up to 7 more Killa Kanz for +42 points each Any model may swap any Skorcha for H or M The entire unit may take up to one of each E	**Rules** Killa Kommanda: Character Vehicle Combat Walker 'Ere We Go! Grot Poor Maintenance Steady Killa Kanz: Vehicle Combat Walker 'Ere We Go! Poor Maintenance Steady
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points per model E Fuel Mixa Grot +2 points per model E Extra Armour +2 points per model E Red Paint +1 point per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Skorcha	Flame	5	4+	Assault 1, Hull, Primary
H +1 point	Big Shoota	36	5	5+	Assault 3, Dakka, Hull, Primary
H +2 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane, Hull, Primary
H +3 points	Kustom Mega Blasta	24	8	2+	Assault 1, Dakka, Monsterbane, Gets Hot!, Hull, Primary
H +4 points	Grotzooka	18	6	5+	Heavy 2, 3" Blast, Hull, Primary
M +11 points	Kan Klaw	Melee	+2	2+	Primary

Mek Boy Junka Mek Boy Junka	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 5+ 6 11 11 10 10 1 3 6 3+	**Points: 166** **Composition:** **1 Mek Boy Junka**
Wargear Mek Boy Junka: 3 Burnas	**Options** May swap any Burna for P May take one T May take one M May take one A May take up to one of each E	**Rules** Mek Boy Junka: Vehicle Tank 'Ere We Go! Poor Maintenance Open topped Transport 10 – Access Sides and Rear. Junka Forcefield - 6" Aura, This model and target unit gain a 5+ Invulnerability Save against Ranged Attacks.
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points E Fuel Mixa Grot +2 points E Extra Armour +2 points E Red Paint +6 points E Turbo Charga +7 points E Assault Ramps +10 points E 'Ard Case +20 points	

Selection	Name	Range	S	AP	Rules
P	Burna	Flame	4	5+	Assault 1, Turret
P +5 points	Big Shoota	36	5	5+	Assault 3, Dakka, Turret
P +5 points	Kustom Mega Blasta	24	8	2+	Assault 1, Dakka, Gets Hot!, Turret
P +7 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane, Turret
P +8 points	2 Linked Burnas	Flame	4	5+	Assault 1 x2, Turret
P +18 points	2 Linked Big Shootas	36	5	5+	Assault 3 x2, Dakka, Turret
P +18 points	2 Linked Kustom Mega Blastas	24	8	2+	Assault 1 x2, Dakka, Monsterbane, Gets Hot!, Turret
P +22 points	2 Linked Rokkit Launchas	24	8	3+	Assault 1 x2, Dakka, Monsterbane, Turret
T +20 points	Big Zzappa	36	6	-	Assault 3, Dakka, Tesla, Turret, Primary
T +28 points	Super Skorcha	Flame	6	3+	Assault 1, Primary, Turret
T +46 points	2 Linked Grot Bomms	72	8	3+	Heavy 1 x2, 5" Blast, Indirect Fire, Monsterbane, One Use

					Only, May reroll Scatter Dice, Hull, Primary
T +51 points	Boom Gun	36	8	3+	Heavy 1, 5” Blast, Monsterbane, Turret, Primary
M +12 points	Reinforced Ram	Melee	User	2+	Accurate
M +28 points	Deff Rolla	Melee	X2	2+	Slow, Accurate, Monsterbane
A +7 points	Grabbin Klaw	Melee	User	3+	Extra Attack 1, Accurate, Sniper (3+), Auxiliary
A +7 points	Wrecking Ball	Melee	+3	2+	Extra Attack 1

Fast Attack 0-3 Slots

Infantry

Deffkoptas Boss Boy Boy	**M WS BS S T W I A Ld Sv** 12 3+ 5+ 4 5 3 2 2 6 4+ 12 3+ 5+ 4 5 3 2 1 5 4+	**Points: 123** **Composition:** **0-1 Boss Boyz** **3-5 Boyz**
Wargear Boss Boy: Kustom Mega Blasta Ork: Kustom Mega Blasta	**Options** May add a Boss Boy for +45 points Boss Boy may take one M Boss Boy may take one B May take up to 2 more Boyz for +41 points each Any model may swap Kustom Mega Blasta for S Any model may take one A	**Rules** Boss Boy: Character Infantry Steed Ork ‘Ere We Go! Deepstrike Fly Ork: Infantry Ork ‘Ere We Go! Deepstrike Fly
Special Wargear:	**Special Wargear Upgrades:** B Boss Nob +8 points	 S+1, W+1, A+1, gains Bulky

Selection	Name	Range	S	AP	Rules
S	Kustom Mega Blasta	24	8	2+	Assault 1, Dakka, Monsterbane, Gets Hot!
S +13 points	2 Linked Big Shootas	36	5	5+	Assault 3 x2, Dakka
S +17 points	2 Linked Rokkit Launchaz	24	8	3+	Assault 1 x2, Monsterbane, Dakka
M +1 point	Choppa	Melee	User	-	Extra Attack 1
M +1 point	Chainsword	Melee	User	6+	Rending

M +3 points	Power Stabba	Melee	User	3+	None
M +4 points	Big Choppa	Melee	+2	5+	None
M +8 points	Killsaw	Melee	+2	2+	None
M +11 points	Power Klaw	Melee	X2	2+	Slow, Monsterbane
A +2 points	Bigbomm	Bomb	4	5+	Heavy 1, 3” Blast, Bomb, One Use Only

Grot Bomm Launchaz Launcha	**M WS BS S T W I A Ld Sv** - 5+ 4+ 4 3 3 4 1 5 5+	**Points: 21** **Composition:** **1-3 Launchaz**
Wargear Launcha: Grott Bomm	**Options** May take up to 2 more Launchaz for +21 points each Any model may take one B	**Rules** Launcha: Infantry ‘Ere We Go! Grot Immobile
Special Wargear:	**Special Wargear Upgrades:** B Trike +17 points per model	M+12, Gain Steed, Lose Immobile

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Grot Bomm	72	8	3+	Heavy 1, 5” Blast, Indirect, Monsterbane, Reroll Scatter Dice, One Use Only

Nob Warbikerz Boss Nob Nob	**M WS BS S T W I A Ld Sv** 12 3+ 5+ 5 5 3 2 3 6 4+ 12 3+ 5+ 5 5 3 2 2 5 4+	**Points: 168** **Composition:** **0-1 Boss Nob** **4-9 Nobz**
Wargear Boss Nob: 2 Linked Dakka Gunz Choppa Stikkbombz Nob: 2 Linked Dakka Gunz Choppa Stikkbombz	**Options** May add a Boss Nob for +46 Points Boss Nob may take one R Boss Nob’s Rider may take one T May add up to 5 more Nobz for +42 points each Any model may take one P Any model may swap Choppa for M	**Rules** Boss Nob: Character Infantry Steed Ork ‘Ere We Go! Mob Rule Very Bulky Nob: Infantry Steed Ork ‘Ere We Go! Mob Rule Very Bulky
Special Wargear:	**Special Wargear Upgrades:**	

	R Tandem Rider +13 points	W +2, Slugga

Selection	Name	Range	S	AP	Rules
S	2 Linked Dakka Gunz	18	5	-	Assault 3 x2, Dakka
P +2 points	Slugga	12	4	-	Pistol 1, Dakka
T +2 points	Shoota	18	4	-	Assault 2, Dakka
T +8 points	Kustom Shoota	18	4	-	Assault 4, Dakka
T +8 points	Kombi Burna	Flame Or 18	4 Or 4	5+ Or -	Assault 1 Or Assault 2, Dakka
T +15 points	Kombi Rokkit	24 Or 18	8 Or 4	3+ Or -	Assault 1, Monsterbane, Dakka Or Assault 2, Dakka
M	Choppa	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +2 points	Power Stabba	Melee	User	3+	None
M +3 points	Big Choppa	Melee	+2	5+	None
M +7 points	Killsaw	Melee	+2	2+	None
M +10 points	Power Klaw	Melee	X2	2+	Slow, Monsterbane
G	Stikkbombz	8	3	-	Grenade 1, 3” Blast

Squighog Boyz Boss Boy Boy	**M WS BS S T W I A Ld Sv** 12 3+ 5+ 4 5 2 2 2 6 6+ 12 3+ 5+ 4 5 2 2 1 5 6+	**Points:** **Composition:** **0-1 Boss Boyz** **3-9 Boyz**
Wargear Boss Boy: Slugga Killsaw Grot Saw Squig Horns Ork: Stikka Grot Saw Squig Horns	**Options** May add a Boss Boy for +36 points Boss Boy may take one B May take up to 2 more Boyz for +23 points each	**Rules** Boss Boy: Character Infantry Steed Ork ‘Ere We Go! Ork: Infantry Ork ‘Ere We Go!
Special Wargear:	**Special Wargear Upgrades:** B Boss Nob +8 points	 S+1, W+1, A+1, gains Bulky

Selection	Name	Range	S	AP	Rules
P	Slugga	12	4	-	Pistol 1, Dakka
M	Killsaw	Melee	+2	2+	None
M	Grot Saw	Melee	2	5+	Rending, Auxiliary

M	Squig Horns	Melee	+1	4+	Auxiliary
M	Stikka	Melee	User	-	Furious Charge

Storm Boyz Boss Boy Boy	**M WS BS S T W I A Ld Sv** 12 3+ 5+ 4 4 1 2 2 6 6+ 12 3+ 5+ 4 4 1 2 1 5 6+	**Points: 80** **Composition:** **0-1 Boss Boyz** **4-14 Boyz**
Wargear Boss Boy: Slugga Choppa Stikkbombz Ork: Slugga Choppa Stikkbombz	**Options** May add a Boss Boy for +24 points Boss Boy may swap Slugga for OR Boss Boy may swap Choppa for M or OM Boss Boy may take one B May take up to 10 more Boyz for +20 points each Up to 3 Boyz may swap Slugga and Choppa for S or take SG Any Boy may swap Choppa for M The entire unit may take one E	**Rules** Boss Boy: Character Infantry Ork 'Ere We Go! Mob Rule Deepstrike Fly Ork: Infantry Ork 'Ere We Go! Mob Rule Deepstrike Fly
Special Wargear:	**Special Wargear Upgrades:** B Boss Nob +8 points E 'Ard Boyz +2 points per model	 S+1, W+1, A+1, gains Bulky Sv-2 (Improves by 2)

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Slugga	12	4	-	Pistol 1, Dakka
OR +2 points	Shoota	18	4	-	Assault 2, Dakka
OR +8 points	Kombi Burna	Flame Or 18	4 Or 4	5+ Or -	Assault 1 Or Assault 2, Dakka
OR +15 points	Kombi Rokkit	24 Or 18	8 Or 4	3+ Or -	Assault 1, Monsterbane, Dakka Or Assault 2, Dakka
M	Choppa	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
OM +2 points	Power Stabba	Melee	User	3+	None
OM +3 points	Big Choppa	Melee	+2	5+	None
OM +7 points	Killsaw	Melee	+2	2+	None
OM +10 points	Power Klaw	Melee	X2	2+	Slow, Monsterbane
S +5 points	Burna	Flame	4	5+	Assault 1
S +10 points	Big Shoota	36	5	5+	Assault 3, Dakka
S +12 points	Rokkit Launcha	24	8	3+	Assault 1, Monsterbane, Dakka

SG +7 points	Tankbusta Bombz	6	8	1+	Grenade 1, Nonblast, Armourbane, Monsterbane
G	Stikkbombz	8	3	-	Grenade 1, 3” Blast

Warbikerz Boss Boy Boy	**M WS BS S T W I A Ld Sv** 12 3+ 5+ 4 5 2 2 2 6 6+ 12 3+ 5+ 4 5 2 2 1 5 6+	**Points: 144** **Composition:** **0-1 Boss Boy** **4-9 Boyz**
Wargear Boss Boy: 2 Linked Dakka Gunz Choppa Stikkbombz Boy: 2 Linked Dakka Gunz Choppa Stikkbombz	**Options** May add a Boss Boy for +40 Points May add up to 5 more Boyz for +36 points each Any model may take one P Any model may swap Choppa for M	**Rules** Boss Boy: Character Infantry Steed Ork ‘Ere We Go! Mob Rule Outflank Very Bulky Boy: Infantry Steed Ork ‘Ere We Go! Mob Rule Outflank Very Bulky
Special Wargear:	**Special Wargear Upgrades:** B Boss Nob +8 points E ‘Ard Boyz +2 points per model	 S+1, W+1, A+1, gains Bulky Sv-2 (Improves by 2)

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
S	2 Linked Dakka Gunz	18	5	-	Assault 3 x2, Dakka
P +2 points	Slugga	12	4	-	Pistol 1, Dakka
M	Choppa	Melee	User	-	Extra Attack 1
M +0 points	Chainsword	Melee	User	6+	Rending
M +2 points	Power Stabba	Melee	User	3+	None
M +3 points	Big Choppa	Melee	+2	5+	None
M +7 points	Killsaw	Melee	+2	2+	None
M +10 points	Power Klaw	Melee	X2	2+	Slow, Monsterbane
G	Stikkbombz	8	3	-	Grenade 1, 3” Blast

Warbuggiez Warbuggy	**M WS BS S T W I A Ld Sv** 12 5+ 4+ 2 3 3 4 2 5 4+	**Points: 72** **Composition:** **3-6 Warbuggiez**
Wargear Warbuggy: Big Shoota	**Options** May add up to 3 more Warbuggiez for +24 points each Any model may swap Big Shoota for S The entire unit may take one B	**Rules** Warbuggy: Infantry Steed 'Ere We Go! Very Bulky
Special Wargear:	**Special Wargear Upgrades:** B Ork Crew +5 points per model	WS-2 (Improves by 2), BS+1 (Worsens by 1), S+2, T+1, Gain Ork

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
R	2 Linked Shootaz	18	4	-	Assault 2 x2, Dakka
S +5 points	Big Shoota	36	5	5+	Assault 3, Dakka
S +7 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane

Wartrakkz Wartrakk	**M WS BS S T W I A Ld Sv** 12 5+ 4+ 2 3 3 4 2 5 4+	**Points: 69** **Composition:** **3-6 Wartrakkz**
Wargear Wartrakk: Big Shoota	**Options** May add up to 3 more Wartrakkz for +23 points each Any model may swap Big Shoota for S	**Rules** Wartrakk: Infantry Steed 'Ere We Go! Very Bulky Flame Kart – This model may reroll 1s To Wound with Flame weapons.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
S	Big Shoota	36	5	5+	Assault 3, Dakka
S +2 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane
S +3 points	Skorcha Kart	Flame	5	4+	Assault 1, Flame Kart

Dragstaz

Boomdakka Snazzwagonz Boomdakka	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 5+ 5 9 9 9 8 1 3 6 4+	**Points: 38** **Composition:** **1-3 Boomdakkaz**
Wargear Boomdakka: Big Shoota Grot Blasta Burna Bottles	**Options** May add up to 2 more Boomdakkaz for +38 points each Any model may take one T The entire unit may take up to one of each E	**Rules** Boomdakka: Vehicle Tank 'Ere We Go! Ork Poor Maintenance Open Topped
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points per model E Fuel Mixa Grot +2 points per model E Extra Armour +2 points per model E Red Paint +6 points per model E Turbo Charga +7 points	One model Heals 1 Wound in your Command Phase Advance 6 instead of rolling d6. One Use Only. You may treat Crew Sturn as Weapon Disabled instead. M+2 You may declare an Advance in the Movement Phase instead of the Shooting Phase. If you roll a 1 this unit suffers 1 Mortal Wound per model and cannot Move, Advance, Charge, or Fall Back until your next Movement Phase. You do not count as having Advanced this Turn.

Selection	Name	Range	S	AP	Rules
S	Big Shoota	36	5	5+	Assault 3, Dakka, Turret, Primary
P	Grot Blasta	12	3	-	Pistol 1, Accurate, Sponson
G	Burna Bottles	8	4	-	Grenade 1, 3" Blast, Ignores Cover, Turret
T +20 points	Big Zzappa	36	6	-	Assault 3, Dakka, Tesla, Turret, Primary
T +28 points	Super Skorcha	Flame	6	3+	Assault 1, Primary, Turret
T +46 points	2 Linked Grot Bomms	72	8	3+	Heavy 1 x2, 5" Blast, Indirect Fire, Monsterbane, One Use Only, May reroll Scatter Dice, Hull, Primary
T +51 points	Boom Gun	36	8	3+	Heavy 1, 5" Blast, Monsterbane, Turret, Primary

Kustom Boosta Blastaz Boosta Blasta	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 5+ 5 9 9 9 8 1 3 6 4+	**Points: 67** **Composition:** **1-3 Boosta Blastaz**
Wargear Boosta Blasta: Rivet Cannon Burna Grot Blasta Stikkbombz Tusks	**Options** May add up to 2 more Boomdakkaz for +67 points each The entire unit may take up to one of each E	**Rules** Boosta Blasta Vehicle Tank 'Ere We Go! Ork Poor Maintenance Open Topped
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points per model E Fuel Mixa Grot +2 points per model E Extra Armour +2 points per model E Red Paint +6 points per model E Turbo Charga +7 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	Rivet Cannon	36	7	3+	Assault 6, Dakka, Turret, Primary
P	Grot Blasta	12	3	-	Pistol 1, Accurate, Sponson
S	Burna	Flame	4	5+	Assault 1, Hull
M	Tusks	Melee	User	5+	Accurate, Rending
G	Stikkbombz	8	3	-	Grenade 1, 3" Blast, Turret

Megatrakk Scrapjet Scrapjet	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 5+ 5 9 9 9 8 1 3 6 4+	**Points: 199** **Composition:** **1-3 Scrapjetz**
Wargear Scrapjet: Rokkit Cannon 2 Linked Big Shootaz 2 Linked Wing Missile Rackz Nose Drill	**Options** May add up to 2 more Scrapjetz for +119 points each The entire unit may take up to one of each E	**Rules** Scrapjet: Vehicle Tank 'Ere We Go! Ork Poor Maintenance Open Topped
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points per model	

	E Fuel Mixa Grot +2 points per model E Extra Armour +2 points per model E Red Paint +6 points per model E Turbo Charga +7 points per model	

Selection	Name	Range	S	AP	Rules
H	Rokkit Cannon	24	8	3+	Assault 1, 5” Blast, Hull, Primary
S	2 Linked Big Shootaz	36	5	5+	Assault 3 x2, Dakka, Hull
W	2 Linked Wing Missile Rackz	24	8	3+	Assault 1 x2, Dakka, Armourbane, Hull
M	Nose Drill	Melee	+2	3+	Accurate

Rukkatrukk Squigbuggiez Squigbuggy	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 5+ 5 9 9 9 8 1 3 6 4+	**Points: 82** **Composition:** **1-3 Squigbuggiez**
Wargear Squigbuggy: Heavy Squig Launcha 2 Linked Squig Launchaz Shotgun Saw Bladez Stikkbombz	**Options** May add up to 2 more Squigbuggy for +82 points each The entire unit may take up to one of each E	**Rules** Squigbuggy: Vehicle Tank ‘Ere We Go! Ork Poor Maintenance Open Topped Meal Wagon – 6” Aura, this model and target unit may reroll failed Ld tests.
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points per model E Fuel Mixa Grot +2 points per model E Extra Armour +2 points per model E Red Paint +6 points per model E Turbo Charga +7 points per model	

Selection	Name	Range	S	AP	Rules
H	Heavy Squig Launcha	36 Or 36	8 Or 5	2+ Or 4+	Assault 1, Dakka, Monsterbane, Hull, Primary Or

					Assault 1, 5” Blast, Hull, Primary
S	2 Linked Squig Launchaz	36 Or 36	7 Or 4	3+ Or 5+	Assault 1 x2, Dakka, Hull Or Assault 1 x2, 3” Blast, Hull
R	Shotgun	12	4	-	Assault 2, Dakka, Scatter, Sponson
M	Saw Bladez	Melee	+1	6+	Accurate, Rending
G	Stikkbombz	8	3	-	Grenade 1, 3” Blast, Turret

Shokjump Dragstaz Shokjump	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 5+ 5 9 9 9 8 1 3 6 4+	**Points: 36** **Composition:** **1-3 Shokjumpz**
Wargear Shokjump: Kustom Shokk Rifle Rokkit Launcha Saw Bladez	**Options** May add up to 2 more Shokjump for +36 points each The entire unit may take up to one of each E	**Rules** Shokjump: Vehicle Tank ‘Ere We Go! Ork Poor Maintenance Open Topped
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points per model E Fuel Mixa Grot +2 points per model E Extra Armour +2 points per model E Red Paint +6 points per model E Turbo Charga +7 points per model	

Selection	Name	Range	S	AP	Rules
T	Kustom Shokk Rifle	24	8	2+	Assault 2, Dakka, Tesla, Gets Hot!, Hull, Primary
S	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane, Hull
M	Saw Bladez	Melee	+1	6+	Accurate, Rending

Tanks

Grot Tankz Grot Kommanda Grot Tank	**M WS BS S FA SA RA W I A Ld Sv** 10 5+ 4+ 5 10 10 10 4 1 3 6 4+ 10 5+ 4+ 5 10 10 10 4 1 2 5 4+	**Points: 93** **Composition:** **1 Grot Kommanda** **2-9 Grot Tankz**
Wargear Grot Kommanda: Skorcha T Skorcha H Grot Tank: Skorcha T	**Options** Grot Kommanda may swap Skorcha H for H May add up to 7 more Grot Tankz for +28 points each Any model may swap Skorcha T for T The entire unit may take up to one of each E	**Rules** Grot Kommanda: Character Vehicle Tank 'Ere We Go! Grot Poor Maintenance Grot Tank: Vehicle Tank 'Ere We Go! Grot Poor Maintenance
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points per model E Fuel Mixa Grot +2 points per model E Extra Armour +1 point per model E Red Paint +6 points per model E Turbo Charga +7 points per model	

Selection	Name	Range	S	AP	Rules
H	Skorcha	Flame	5	4+	Assault 1, Hull
H +1 point	Big Shoota	36	5	5+	Assault 3, Dakka, Hull
H +2 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane, Hull
H +3 points	Kustom Mega Blasta	24	8	2+	Assault 1, Dakka, Monsterbane, Gets Hot!
T	Skorcha	Flame	5	4+	Assault 1, Turret, Primary
T +2 points	Kustom Mega Blasta	24	8	2+	Assault 1, Dakka, Monsterbane, Gets Hot!, Turret, Primary
T +2 points	Big Shoota	36	5	5+	Assault 3, Dakka, Turret, Primary
T +4 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane, Turret, Primary

T +7 points	Grotzooka	18	6	5+	Heavy 2, 3” Blast, Turret, Primary

Heavy Support 0-3 Slots

Infantry

Flash Gitz Boss Nob Nob	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 5 4 2 2 3 6 4+ 6 3+ 5+ 5 4 2 2 2 5 4+	**Points: 149** **Composition:** **1 Boss Nob** **4-9 Nobz**
Wargear Boss Nob: Snazzgun Stikkbombz Nob: Snazzgun Stikkbombz	**Options** May add up to 5 more Nobz for +29 points each	**Rules** Boss Nob: Character Infantry Ork ‘Ere We Go! Bulky Nob: Infantry Ork ‘Ere We Go! Bulky
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	Snazzgun	24	6	-	Assault 3, Dakka, Tesla
G	Stikkbombz	8	3	-	Grenade 1, 3” Blast

Lootaz Boss Nob Nob	**M WS BS S T W I A Ld Sv** 6 3+ 5+ 5 4 2 2 3 6 4+ 6 3+ 5+ 5 4 2 2 2 5 4+	**Points: 208** **Composition:** **1 Boss Nob** **4-9 Nobz**
Wargear Boss Nob: Big Shoota Stikkbombz Nob: Deffgun Stikkbombz	**Options** Boss Nob may swap Big Shoota for S, P, or OH Boss Nob may take one A May add up to 5 more Nobz for +42 points each	**Rules** Boss Nob: Character Infantry Ork 'Ere We Go! Bulky Repair – Target model in base contact Repairs 1 Wound. Roll a d6, on a 5+ restore service for one Weapon Disabled, Crew Shaken, Immobilized, or Weapon Destroyed. Nob: Infantry Ork 'Ere We Go! Bulky
Special Wargear:	**Special Wargear Upgrades:** A Grot Oiler +2 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
S	Big Shoota	36	5	5+	Assault 3, Dakka
S +2 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane
P +0 points	Kustom Mega Blasta	12	8	2+	Pistol 1, Dakka, Gets Hot! Monsterbane
OH +11 points	Deffgun	48	7	4+	Heavy d3+1, Dakka, Monsterbane
H	Deffgun	48	7	4+	Heavy d3+1, Dakka, Monsterbane
G	Stikkbombz	8	3	-	Grenade 1, 3" Blast

Monsters

Big Squiggoth Big Squiggoth	**M WS BS S T W I A Ld Sv** 10 3+ 5+ 8 8 18 2 6 6 3+	**Points: 293** **Composition:** **1 Big Squiggoth**
Wargear Big Squiggoth: Gorin' Horns	**Options** May take one T	**Rules** Big Squiggoth: Monster 'Ere We Go! Shock Assault Enraged Demise – If this model is destroyed, each model onboard suffers a hit equal to this models S#. Transport 6 – Access Sides and rear. 2 Fire Ports each Side.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Gorin' Horns	Melee	+1	2+	None
T +20 points	Big Zzappa	36	6	-	Assault 3, Dakka, Tesla
T +22 points	Lobba	48	5	5+	Heavy 1, 3" Blast, Indirect Fire, Pinning
T +51 points	Boom Gun	36	8	3+	Heavy 1, 5" Blast

Mek Gunz Mek Gun	**M WS BS S T W I A Ld Sv** - 5+ 4+ 2 7 6 4 3 5 3+	**Points: 68** **Composition:** **1-3 Mek Gunz**
Wargear Mek Gun: Traktor Kannon	**Options** May take up to two more for +68 points each Any model may swap Traktor Kannon for H	**Rules** Mek Gun: Monster Immobile
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	Traktor Kannon	36	9	3+	Heavy 2, AA, Dakka, Monsterbane
H +12 points	Bubble Chukka	12-48	6	4+	Heavy 1, 5" Blast, Indirect
H +12 points	Squig Catapult	12-36	6	5+	Heavy 1, 5" Blast, Rending, Pinning
H +46 points	Lifta Droppa	72	D	1+	Heavy 1, 3" Blast, Destroyer, Monsterbane
H +72 points	Kustom Mega Blasta Kannon	36	8	2+	Assault 1, 7" Blast

Pulsa Rokkit Launchaz Launcha	**M WS BS S T W I A Ld Sv** - 5+ 4+ 2 7 6 4 3 5 4+	**Points: 128** **Composition:** **1-3 Launchaz**
Wargear Launcha: Pulsa Rokkit	**Options** May take up to two more for +128 points each	**Rules** Pulsa Rokkit: Monster Immobile Pulsa – After resolving the final striking place of this weapon, roll a 1d6. On a 5+, double the Hits inflicted and roll another 1d6. If the next die is a 6+ triple the Hits instead! The Hour is Nigh – When the weapon is fired, place a marker on field at a valid target. In your next Command Phase, the missile strikes! Scatter like normal, following the 15” Blast radius rules. T Minus 5 – The weapon may not be fired Turn 1. The weapon cannot be destroyed or Disabled. If the weapon is marked on the field and the carrier is destroyed, the Deathstrike Missile still hits in your Command Phase.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	Pulsa Rokkit	12-120	*	-	Heavy 1, Indirect Fire, 10” Blast, Grav, Pulsa, The Hour is Nigh, T Minus 5, One Use Only

Splatta Kannonz Kannon	**M WS BS S T W I A Ld Sv** 6 5+ 4+ 2 5 5 4 2 5 4+	**Points: 58** **Composition:** **1-3 Kannonz**
Wargear Kannon: Splatta Kannon	**Options** May take up to two more for +58 points each	**Rules** Kannon: Monster Chained Rokkitz – Once the number of Hits this weapon caused has been determined, roll the Scatter Dice again, using the weapon's strike point as the point of origin. Do not reduce the Scatter Distance with the user's BS value. If you roll a Direct Hit the effect is cancelled. This effect can happen up to a total of 3 times maximum.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Splatta Kannon	36	6	5+	Heavy 1, 3" Blast, Chained Rokkitz

Squig Rig Squig Rig	**M WS BS S T W I A Ld Sv** 10 3+ 5+ 6 8 16 2 6 6 3+	**Points: 332** **Composition:** **1 Squig Rig**
Wargear Squig Rig: Lobba Stikka Kannon Gorin' Horns Saw Bladez	**Options** May take one T May swap Psychic Mastery 1 for Transport +5 and 360 Firing Ports +5 for +15 points May take up to one S for each Psychic Mastery Level	**Rules** Squig Rig: Monster 'Ere We Go! Shock Assault Psychic Mastery Level 1 Transport 1 – Access Sides. 10 360 Fire Ports.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	Lobba	48	5	5+	Heavy 1, 3" Blast, Indirect, Pinning
H	Stikka Kannon	12	6	3+	Assault 1, Tear Free
M	Gorin' Horns	Melee	+1	2+	None
M	Saw Bladez	Melee	User	3+	Auxiliary, Extra Attack 1

S +15 points	'Ead Banger Cast 6+	18	-	-	Sniper (*+), target model takes a Toughness test on 2d6. If it fails, it suffers 1 Mortal Wound.
S +15 points	Da Jump Cast 6+	6	-	-	Friendly target unit is removed from the table and immediately Deepstrikes. This special Deepstrike does not grant the usual 4+ Cover Save. If targeting a Vehicle the Cast is 8+ instead.
S +15 points	Waaagh! Energy Cast 6+	18	-	-	Target unit gains Furious Charge until your next Psychic Phase.
S +18 points	Da Krunch Cast 7+	18	2d6	3+	Assault 1, 5" Blast, Krunch – Any roll of double 1s or 6s for Scatter centers the blast on the Caster instead without Scattering. Any roll of a Double for Strength changes Da Krunch to Assault 2 for this casting.
S +24 points	Power Vomit Cast 7+	Flame	7	2+	Assault 1
S +45 points	Warpath Cast 6+	12	-	-	Target unit gains A+1 until your next Psychic Phase.

Combat Walkers

Deff Dread Mob Deff Dread	**M WS BS S FA SA RA W I A Ld Sv** 6 3+ 5+ 6 12 12 10 10 2 4 5 3+	**Points: 111** **Composition:** **1-3 Deff Dreadz**
Wargear Deff Dread: Dual Powerklawz	**Options** May take up to two more Deff Dreadz for +111 points each Any model may take up to two H or M May take up to one of each E	**Rules** Deff Dread: Vehicle Combat Walker 'Ere We Go! Ork Poor Maintenance
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points per model E Fuel Mixa Grot +2 points per model E Extra Armour +2 points per model E Red Paint +1 point per model	

Selection	Name	Range	S	AP	Rules
M	Dual Powerklawz	Melee	X2	2+	Extra Attack 1, Slow, Monsterbane, Primary
H +4 points	Kustom Mega Blasta	24	8	2+	Assault 1, Dakka, Gets Hot!, Monsterbane, Hull
H +5 points	Skorcha	Flame	5	4+	Assault 1, Hull
H +6 points	Big Shoota	36	5	5+	Assault 3, Dakka, Hull
H +7 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane, Hull
M +8 points	Killsaw	Melee	+2	2+	Auxiliary

Gorkanaut Gorkanaut	**M WS BS S FA SA RA W I A Ld Sv** 8 3+ 5+ 8 13 13 12 18 2 6 6 3+	**Points: 356** **Composition:** **1 Gorkanaut**
Wargear Gorkanaut: Deffstorm Mega Shoota Rokkit Launcha 2 Linked Big Shootaz 2 Linked Big Shootaz 2 Skorchaz Klaw of Gork Kustom Forcefield	**Options** May take up to one of each E	**Rules** Gorkanaut: Vehicle Combat Walker 'Ere We Go! Ork Poor Maintenance Transport 6 – Access Front.
Special Wargear: Kustom Forcefield – 5+ Invulnerability Save	**Special Wargear Upgrades:** E Grot Riggas +2 points E Fuel Mixa Grot +2 points E Extra Armour +2 points E Red Paint +5 points	

Selection	Name	Range	S	AP	Rules
T	Deffstorm Mega Shoota	36	6	3+	Assault 18, Dakka, Sponson, Primary
S	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane, Sponson
S	2 Linked Big Shootaz	36	5	5+	Assault 3, Dakka, Sponson
S	2 Skorchaz	Flame	5	4+	Assault 1, Hull
M	Klaw of Gork	Melee	+2	1+	Primary

Mega Dread Mega Dread	**M WS BS S FA SA RA W I A Ld Sv** 8 3+ 5+ 7 13 13 11 16 2 5 5 3+	**Points: 195** **Composition:** **1 Mega Dread**
Wargear Mega Dread: 2 Kustom Mega Blastaz 2 Kill Sawz	**Options** May swap any Skorcha for H May swap any Kill Saw for M May take up to one of each E	**Rules** Mega Dread: Vehicle Combat Walker 'Ere We Go! Ork Poor Maintenance
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points E Fuel Mixa Grot +2 points E Extra Armour +2 points E Red Paint +5 points	

Selection	Name	Range	S	AP	Rules
H	Kustom Mega Blasta	24	8	2+	Assault 1, Dakka, Gets Hot!, Monsterbane, Hull
H +1 point	Skorcha	Flame	5	4+	Assault 1, Hull
H +2 points	Big Shoota	36	5	5+	Assault 3, Dakka, Hull
H +3 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane, Hull
M	Killsaw	Melee	+2	2+	Primary
M +5 points	Super Skorcha	Flame	6	3+	Assault 1, Sponson, Primary
M +6 points	Rippa Klaw	Melee	X2	2+	Slow, Monsterbane, Primary
M +11 points	Killkannon	24	7	3+	Heavy 1, 5" Blast, Sponson, Primary

Meka Dread Meka Dread	**M WS BS S FA SA RA W I A Ld Sv** 8 3+ 5+ 7 13 13 11 16 2 5 5 3+	**Points: 181** **Composition:** **1 Meka Dread**
Wargear Meka Dread: 2 Rattler Kannonz	**Options** May swap any Rattler Kannon for H or M May take one G May take up to one of each E	**Rules** Meka Dread: Vehicle Combat Walker 'Ere We Go! Ork Poor Maintenance Jam! – Any double for the number of shots made by the Rattler Kannon causes the weapon to be removed from the game. The shots rolled are made before the weapon is removed. Repair – Target model in base contact Repairs 1 Wound. Roll a d6, on a 5+ restore service for one Weapon Disabled, Crew Shaken, Immobilized, or Weapon Destroyed.
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points E Fuel Mixa Grot +2 points E Extra Armour +2 points E Red Paint +5 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Rattler Kannon	24	4	6+	Assault 2d6, Dakka, Jam!, Sponson, Primary
H +4 points	Big Zzappa	36	6	-	Assault 3, Dakka, Tesla, Sponson, Primary
H +17 points	Shunta	24	8	3+	Assault 1, 3" Blast, Armourbane, Monsterbane, Sponson, Primary
M +5 points	Killsaw	Melee	+2	2+	Primary
M +9 points	Rippa Klaw	Melee	X2	2+	Slow, Monsterbane, Primary
G +6 points	Rokkit Bomm Rackz	24	5	4+	Assault 1, 3" Blast, Indirect Fire, Hull

Morkanaut Morkanaut	**M WS BS S FA SA RA W I A Ld Sv** 8 3+ 5+ 8 13 13 12 18 2 6 6 3+	**Points: 402** **Composition:** **1 Morkanaut**
Wargear Morkanaut: Kustom Mega Blasta Kannon Rokkit Launcha 4 Linked Big Shootaz Klaw of Mork Kustom Forcefield	**Options** May take up to one of each E	**Rules** Morkanaut: Vehicle Combat Walker 'Ere We Go! Ork Poor Maintenance Transport 6 – Access Front.
Special Wargear: Kustom Forcefield – 5+ Invulnerability Save	**Special Wargear Upgrades:** E Grot Riggas +2 points E Fuel Mixa Grot +2 points E Extra Armour +2 points E Red Paint +5 points	

Selection	Name	Range	S	AP	Rules
T	Kustom Mega Blasta Kannon	36	8	2+	Assault 1, 7" Blast, Monsterbane, Sponson, Primary
S	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane, Sponson
S	4 Linked Big Shootaz	36	5	5+	Assault 3, Dakka, Turret
M	Klaw of Gork	Melee	+2	1+	Primary

Tanks

Battlewagon Battlewagon	**M WS BS S FA SA RA W I A Ld Sv** 10 5+ 5+ 8 13 12 10 16 1 6 6 3+	**Points: 203** **Composition:** **1 Battlewagon**
Wargear Battlewagon: None	**Options** May take one T May take one H May take up to two P May take up to two S May take one M May take one A1 May take one A2 May take one G May take up to one of each E	**Rules** Battlewagon: Vehicle Tank 'Ere We Go! Ork Poor Maintenance Open Topped Transport 20 – Access Sides and Rear. 5 Firing Ports Front, Sides, and Rear.
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points E Fuel Mixa Grot +2 points E Extra Armour +2 points	

	E Red Paint +6 points E Turbo Charga +7 points E Assault Ramps +10 points E ‘Ard Case -16 points	

Selection	Name	Range	S	AP	Rules
T +20 points	Big Zzappa	36	6	-	Assault 3, Dakka, Tesla, Turret, Primary
T +22 points	Lobba	48	5	5+	Heavy 1, 3” Blast, Indirect Fire, Pinning, Turret, Primary
T +51 points	Boom Gun	36	8	3+	Heavy 1, 5” Blast, Turret, Primary
T +69 points	Lifta Droppa	72	D	1+	Heavy 1, 3” Blast, Turret, Primary
T +78 points	Super Kannon	60	9	2+	Heavy 1, 5” Blast, Turret, Primary
H +18 points	Killkannon	24	7	3+	Heavy 1, 5” Blast, Hull, Primary
P +11 points	Skorcha	Flame	5	4+	Assault 1, Turret
P +13 points	Big Shoota	36	5	5+	Assault 3, Dakka, Turret
P +15 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane, Turret
S +8 points	Skorcha	Flame	5	4+	Assault 1, Hull
S +9 points	Big Shoota	36	5	5+	Assault 3, Dakka, Sponson
S +10 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane, Sponson
M +12 points	Reinforced Ram	Melee	User	2+	Accurate
M +28 points	Deff Rolla	Melee	X2	2+	Slow, Monsterbane
A1 +7 points	Grabbin Klaw	Melee	User	3+	Extra Attack 1, Accurate, Sniper (3+), Auxiliary
A2 +7 points	Wrecking Ball	Melee	+3	2+	Extra Attack 1
G +1 point	Stikkbomb Chukka	24	3	-	Grenade 1, 3” Blast, Turret

Big Trakkz Big Trakk	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 5+ 6 12 11 10 12 1 3 6 3+	**Points: 122** **Composition:** **1-2 Big Trakkz**
Wargear Big Trakk: None	**Options** May take up to one more Big Trakk for +122 points Any model may take one T Any model may take up to two S Any model may take one M Any model may take one A Any model may take one G The unit may take up to one of each E	**Rules** Big Trakk: Vehicle Tank 'Ere We Go! Ork Poor Maintenance Open Topped Transport 12 – Access Sides and Rear. 3 Firing Ports Front, Sides, and Rear.
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points per model E Fuel Mixa Grot +2 points per model E Extra Armour +2 points per model E Red Paint +6 points per model E Turbo Charga +7 points per model E Assault Ramps +10 points E 'Ard Case -6 points	

Selection	Name	Range	S	AP	Rules
T +20 points	Big Zzappa	36	6	-	Assault 3, Dakka, Tesla, Turret, Primary, Primary
T +22 points	Lobba	48	5	5+	Heavy 1, 3" Blast, Indirect Fire, Pinning, Turret, Primary
T +51 points	Boom Gun	36	8	3+	Heavy 1, 5" Blast, Turret, Primary
T +78 points	Super Kannon	60	9	2+	Heavy 1, 5" Blast, Turret, Primary
T +80 points	4 Linked Flakka Gunz	36	7	4+	Assault 2 x4, Dakka, AA, Monsterbane, Turret, Primary
T +112 points	Big Lobba	72	9	2+	Heavy 1, 5" Blast, Indirect, Pinning, Turret, Primary
S +8 points	Skorcha	Flame	5	4+	Assault 1, Hull
S +9 points	Big Shoota	36	5	5+	Assault 3, Dakka, Sponson
S +10 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane, Sponson
M +12 points	Reinforced Ram	Melee	User	2+	Accurate

M +28 points	Deff Rolla	Melee	X2	2+	Slow, Monsterbane
A +7 points	Grabbin Klaw	Melee	User	3+	Extra Attack 1, Accurate, Sniper (3+), Auxiliary
A +7 points	Wrecking Ball	Melee	+3	2+	Extra Attack 1
G +1 point	Stikkbomb Chukka	24	3	-	Grenade 1, 3" Blast, Turret

Grot Megatankz Megatank	**M WS BS S FA SA RA W I A Ld Sv** 10 5+ 4+ 6 12 11 10 11 1 3 6 3+	**Points: 166** **Composition:** **1-3 Megatankz**
Wargear Megatank: 2 Linked Skorchaz T 2 Linked Skorchaz T 2 Skorchaz S Skorcha P Reinforced Ram	**Options** May add up to 2 more Megatankz for +166 points each Any model may swap any 2 Linked Skorchaz T for T Any model may swap 2 Skorchaz for S Any model may swap Skorcha P for P Any model may take one H Any model may take one A May take up to one of each E	**Rules** Megatank: Vehicle Tank 'Ere We Go! Grot Poor Maintenance
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points E Fuel Mixa Grot +2 points E Extra Armour +2 points E Red Paint +6 points E Turbo Charga +7 points	

Selection	Name	Range	S	AP	Rules
T	2 Linked Skorchaz	Flame	5	4+	Assault 1 x2, Turret, Primary
T +4 points	2 Linked Kustom Mega Blastaz	24	8	2+	Assault 1 x2, Dakka, Gets Hot! Monsterbane, Turret, Primary
T +8 points	2 Linked Rokkit Launchaz	24	8	3+	Assault 1 x2, Dakka, Monsterbane, Turret, Primary
T +14 points	2 Linked Grotzookaz	18	6	5+	Heavy 2 x2, 3" Blast, Turret, Primary
T +30 points	4 Linked Big Shootaz	36	5	5+	Assault 3 x4, Dakka, Turret, Primary
S	2 Skorchaz	Flame	5	4+	Assault 1 x2, Sponson
S +0 points	2 Mega Blastaz	24	8	2+	Assault 1 x2, Dakka, Gets Hot!, Monsterbane, Sponson
S +4 points	2 Big Shootaz	36	5	5+	Assault 3 x2, Dakka, Sponson

S +6 points	2 Rokkit Launchaz	24	8	3+	Assault 1 x2, Dakka, Monsterbane, Sponson
S +10 points	2 Grotzookaz	18	6	5+	Heavy 2 x2, 3” Blast, Sponson
P	Skorcha	Flame	5	4+	Assault 1, Turret
P +2 points	Big Shoota	36	5	5+	Assault 3, Dakka, Turret
P +2 points	Kustom Mega Blasta	24	8	2+	Assault 1, Dakka, Gets Hot!, Monsterbane, Turret
P +4 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane, Turret
P +7 points	Grotzooka	18	6	5+	Heavy 2, 3” Blast, Turret
H +4 points	Shoota	18	4	-	Assault 2, Dakka, Turret
A +7 points	Wrecking Ball	Melee	+3	2+	Extra Attack 1
M	Reinforced Ram	Melee	User	2+	Accurate

Gun Trukk Trukkz	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 5+ 5 10 10 10 10 1 3 6 3+	**Points: 106** **Composition:** **1-3 Trukkz**
Wargear Trukk: Skorcha	**Options** May take up to two more Trukkz for +106 points each Any model may swap Skorcha for P Any model may take one T Any model may take one M Any model may take one A Any model may take one G The unit may take up to one of each E	**Rules** Trukk: Vehicle Tank ‘Ere We Go! Ork Poor Maintenance Open Topped Transport 12 – Access Rear. 3 Firing Ports Front, Sides, and Rear.
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points per model E Fuel Mixa Grot +2 points per model E Extra Armour +2 points per model E Red Paint +6 points per model E Turbo Charga +7 points per model	

Selection	Name	Range	S	AP	Rules
P	Skorcha	Flame	5	4+	Assault 1, Turret
P +2 points	Big Shoota	36	5	5+	Assault 3, Dakka, Turret, Primary
P +4 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane, Turret, Primary

T +20 points	Big Zzappa	36	6	-	Assault 3, Dakka, Tesla, Turret, Primary
T +22 points	Lobba	48	5	5+	Heavy 1, 3” Blast, Indirect Fire, Pinning, Turret, Primary
T +51 points	Boom Gun	36	8	3+	Heavy 1, 5” Blast, Turret, Primary
T +80 points	4 Linked Flakka Gunz	36	7	4+	Assault 2 x4, Dakka, AA, Monsterbane, Turret, Primary
M +12 points	Reinforced Ram	Melee	User	2+	Accurate
M +28 points	Deff Rolla	Melee	X2	2+	Slow, Monsterbane
A +7 points	Grabbin Klaw	Melee	User	3+	Extra Attack 1, Accurate, Sniper (3+), Auxiliary
A +7 points	Wrecking Ball	Melee	+3	2+	Extra Attack 1
G +1 point	Stikkbomb Chukka	24	3	-	Grenade 1, 3” Blast, Turret

Kill Tank Kill Tank	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 5+ 8 14 12 10 18 1 6 6 3+	**Points: 226** **Composition:** **1 Kill Tank**
Wargear Kill Tank: Gigashoota	**Options** May swap Gigashoota for T May take one S May take up to five H May take one B May take up to one of each E	**Rules** Kill Tank: Vehicle Tank ‘Ere We Go! Ork Poor Maintenance Transport 12 – Access Rear.
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points E Fuel Mixa Grot +2 points E Extra Armour +2 points E Red Paint +5 points E Turbo Charga +7 points	

Selection	Name	Range	S	AP	Rules
T	Gigashoota	48	6	3+	Heavy 20, Dakka, Hull, Primary
T +9 points	Kill Krusha Kannon	60	D Or 8	1+ Or 3+	Heavy 1, 3” Blast, Destroyer, Monsterbane, Hull, Primary Or Heavy 1, 5” Blast, Ordnance, Monsterbane, Hull, Primary
T +32 points	Belly Gun	72	7	3+	Heavy 1, 10” Blast, Ordnance, Hull, Primary
S +20 points	2 Big Shootaz	36	5	5+	Assault 3 x2, Dakka, Sponson
H +5 points	Skorcha	Flame	5	4+	Assault 1, Hull

H +6 points	Big Shoota	36	5	5+	Assault 3, Dakka, Hull
H +7 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane, Hull
H +12 points	2 Linked Big Shootaz	36	5	5+	Assault 3 x2, Dakka, Hull
H +14 points	2 Linked Rokkit Launchaz	24	8	3+	Assault 1 x2, Dakka, Monsterbane, Hull
B +23 points	Grot Bomm	72	8	3+	Heavy 1, 5" Blast, Reroll Scatter Dice, Indirect, Monsterbane, One Use Only, Hull

Flyer 0-2 Slots

Attack Fightaz Attack Fighta	**M WS BS S FA SA RA W I A Ld Sv** 60 5+ 5+ 6 10 10 10 12 1 3 6 3+	**Points: 149** **Composition:** **1-3 Attack Fightaz**
Wargear Attack Fighta: 4 Linked Big Shootaz	**Options** May add up to two more Attack Fightaz for +149 points each Any model may take one W The unit may take up to one of each E	**Rules** Attack Fighta: Vehicle 'Ere We Go! Ork Poor Maintenance Deepstrike High Altitude Interceptor
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points per model E Fuel Mixa Grot +2 points per model E Aerial Red Paint +6 points per model E Stikkbomb Flinga +9 points per model	

Selection	Name	Range	S	AP	Rules
H	4 Linked Big Shootaz	36	5	5+	Assault 3 x4, Dakka, Hull, Primary
W +14 points	2 Linked Bommz	Bomb	6	4+	Heavy 1, 5" Blast, Pinning, One Use Only, Hull
W +20 points	2 Linked Rokkitz	72	8	3+	Assault 1 x2, Dakka, Monsterbane, Armourbane, One Use Only, Hull

Bommerz Bommer	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 5+ 6 10 10 10 12 1 3 6 3+	**Points: 143** **Composition:** **1-3 Bommerz**
Wargear Bommer: 2 Linked Supa Shootaz Big Shoota 2 Linked Burna Bommz	**Options** May add up to two more Bommerz for +143 points each Any model may swap 2 Linked Burna Bommz for B Any model may take one W The unit may take up to one of each E	**Rules** Bommer: Vehicle 'Ere We Go! Ork Poor Maintenance Deepstrike High Altitude
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points per model E Fuel Mixa Grot +2 points per model E Red Paint +6 points per model E Stikkbomb Flinga +9 points per model	

Selection	Name	Range	S	AP	Rules
H	2 Linked Supa Shootaz	36	6	4+	Assault 3 x2, Dakka, Hull, Primary
S	Big Shoota	36	5	5+	Assault 3, Dakka, AA, Hull
B	2 Linked Burna Bommz	Bomb	5	3+	Heavy 1 x2, 5" Blast, Ignores Cover, One Use Only, Hull
B +16 points	2 Linked Boom Bommz	Bomb	7	2+	Heavy 1, 5" Blast, Armourbane, One Use Only, Hull
W +10 points	2 Linked Skorcha Missilez	24	5	4+	Heavy 1 x2, 5" Blast, Ignores Cover, One Use Only, Hull
W +14 points	2 Linked Bommz	Bomb	6	4+	Heavy 1, 5" Blast, Pinning, One Use Only, Hull
W +20 points	2 Linked Rokkitz	72	8	3+	Assault 1 x2, Dakka, Monsterbane, Armourbane, One Use Only, Hull

Dakkajetz Dakkajet	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 5+ 6 11 10 10 14 1 3 6 3+	**Points: 144** **Composition:** **1-3 Dakkajetz**
Wargear Dakkajet: 2 Linked Big Shootaz H 2 Linked Big Shootaz T	**Options** May add up to two more Dakkajetz for +144 points each Any model may swap 2 Linked Burna Bommz for B Any model may take one W The unit may take up to one of each E	**Rules** Dakkajet: Vehicle 'Ere We Go! Ork Poor Maintenance Deepstrike High Altitude
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points per model E Fuel Mixa Grot +2 points per model E Red Paint +6 points per model E Stikkbomb Flinga +9 points per model	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	2 Linked Big Shootaz	36	5	5+	Assault 3 x2, Dakka, Hull, Primary
T	2 Linked Big Shootaz	36	5	5+	Assault 3 x2, Dakka, AA, Turret
W +20 points	2 Linked Skorcha Missile Rackz	24	5	4+	Heavy 1 x2, 5" Blast, Ignores Cover, One Use Only, Hull
W +28 points	2 Linked Bomm Rackz	Bomb	6	4+	Heavy 1, 5" Blast, Pinning, Hull
W +40 points	2 Linked Rokkit Rackz	72	8	3+	Assault 1 x2, Dakka, Monsterbane, Armourbane, Hull

Wazbom Blastjetz Blastjet	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 5+ 6 10 10 10 12 1 3 6 3+	**Points: 156** **Composition:** **1-3 Blastjet**
Wargear Blastjet: Smasha Gun 2 Linked Kustom Mega Kannonz	**Options** May add up to two more Blastjetz for +156 points each Any model may swap 2 Linked Kustom Mega Kannonz for H Any model may take one T The unit may take up to one of each E	**Rules** Blastjet: Vehicle 'Ere We Go! Ork Poor Maintenance Deepstrike High Altitude
Special Wargear:	**Special Wargear Upgrades:**	

	E Grot Riggas +2 points per model E Fuel Mixa Grot +2 points per model E Red Paint +6 points per model E Stikkbomb Flinga +9 points per model	

Selection	Name	Range	S	AP	Rules
S	Smasha Gun	48	10	1+	Heavy 1, 3" Blast, Hull, Primary
H	2 Linked Kustom Mega Kannonz	36	8	2+	Heavy 1 x2, 3" Blast, Gets Hot!, Hull, Primary
H +18 points	2 Linked Tellyporty Mega Blastaz	18	D	2+	Heavy 1, Dakka, Destroyer, Monsterbane, Hull
T +26 points	2 Linked Supa Shootaz	36	6	4+	Assault 3 x2, Dakka, AA, Turret

Dedicated Transport 0-1/Legal Slot

Warkopta Warkopta	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 5+ 6 10 10 10 10 1 3 6 3+	**Points: 116** **Composition:** **1 Warkopta**
Wargear Warkopta: 2 Linked Rattler Kannonz Skorcha	**Options** May swap 2 Linked Rattler Kannonz for H May swap Big Shoota for S May take one B May take up to one of each E	**Rules** Warkopta: Vehicle 'Ere We Go! Ork Poor Maintenance Deepstrike Fly Open Topped Jam! – Any double for the number of shots made by the Rattler Kannon causes the weapon to be removed from the game. The shots rolled are made before the weapon is removed. Transport 10 – Access Sides. 5 Fire Ports each Side.
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +2 points E Fuel Mixa Grot +2 points E Red Paint +6 points E Stikkbomb Flinga +9 points	

Selection	Name	Range	S	AP	Rules
H	2 Linked Rattler Kannonz	24	4	6+	Assault 2d6, Dakka, Jam!, Hull, Primary
H +10 points	2 Linked Deffgunz	48	7	4+	Heavy d3+1, Dakka, Monsterbane, Hull, Primary
S	Skorcha	Flame	5	4+	Assault 1, Hull, Primary
S +0 points	Kustom Mega Blasta	24	8	2+	Assault 1, Dakka, Monsterbane, Hull
S +1 point	Big Shoota	36	5	5+	Assault 3, Dakka, Hull
S +2 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane, Hull
B +6 points	Bigg Bomm	Bomb	6	4+	Heavy 1, 5" Blast, One Use Only, Hull

Lord of War 0-1 Slots

Big Mek Stompa Big Mek Stompa	**M WS BS S FA SA RA W I A Ld Sv** 12 3+5+ 10 14 14 13 100 2 9 6 3+	**Points: 1648** **Composition:** **1 Big Mek Stompa**
Wargear Big Mek Stompa: 2 Deff Kannonz Lifta Droppa Gaze of Mork 3 Linked Big Shootaz Crushing Feet	**Options** May swap one Deff Kannon for M May take up to two C May take up to two H May take up to one of each E	**Rules** Big Mek Stompa: Titanic Vehicle Ork 'Ere We Go! Poor Maintenance Steady Void Shields 2 Create Panic – This model displaces non-Titanic models 1" away from underneath it when it finishes moving. If the models cannot be displaced, this model cannot be placed there. Reactor Meltdown – This model Explodes on a 4+ in a 4d6" Radius with S Destroyer and AP 1+ when it is destroyed. Towering God Engine – This model may only be Hit in Melee on a natural 5+ or worse, regardless of modifiers or abilities.

		Transport 20 – Access Rear. 10 Front Firing Ports.
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +5 points E Fuel Mixa Grot +5 points E Red Paint +12 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
A	Deff Kannon	72	10	1+	Heavy 1, 7" Blast, Ordnance, Monsterbane, Hull, Primary
M +66 points	Mega Klaw	Melee	D	1+	Slow, Destroyer, Monsterbane, Primary
B	Lifta Droppa	72	D	1+	Heavy 1, 3" Blast, Destroyer, Monsterbane, Hull
B	Gaze of Mork	60	D	1+	Heavy 1, Dakka, Destroyer, Monsterbane, Hull
S	3 Linked Big Shootaz	36	5	5+	Assault 3 x3, Dakka, Hull, Primary
F	Crushing Feet	Bomb	10	1+	Heavy 1, 7" Blast, No Scatter, Does Not Hit Self, Hull, Primary
C +25 points	Supa Rokkit	120	8	3+	Heavy 1, 5" Blast, Ordnance, One Use Only, Hull, Primary
H +96 points	Deff Kannon	72	10	1+	Heavy 1, 7" Blast, Ordnance, Monsterbane, Hull, Primary

Deffrolla Battle Fortress Deffrolla Battle Fortress	**M WS BS S FA SA RA W I A Ld Sv** 8 5+ 5+ 8 14 12 10 24 1 9 6 3+	**Points: 727** **Composition:** **1 Deffrolla Battle Fortress**
Wargear Deffrolla Battle Fortress: Titanic Deffrolla 3 Lobbaz	**Options** May swap any Lobba for S1 May take one T May take one S2 May take up to five H May take one B May take one A May take up to one of each E	**Rules** Deffrolla Battle Fortress: Titanic Vehicle Tank 'Ere We Go! Ork Poor Maintenance Open Topped Transport 20 – Access Rear. 10 Fire Ports each Side.
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +5 points E Fuel Mixa Grot +5 points E Red Paint +6 points E Turbo Charga +7 points E Assault Ramps +10 points E 'Ard Case +97 points	

Selection	Name	Range	S	AP	Rules
M	Titanic Deff Rolla	Melee	D	1+	Slow, Accurate, Destroyer, Monsterbane, Primary
S1	Lobba	48	5	5+	Heavy 1, 3” Blast, Indirect Fire, Pinning, Sponson, Primary
S1 +13 points	2 Linked Big Zzappaz	36	6	-	Assault 3 x2, Dakka, Tesla, Sponson, Primary
S1 +21 points	Boom Gun	36	8	3+	Heavy 1, 5” Blast, Sponson, Primary
T +18 points	Killkannon	24	7	3+	Heavy 1, 5” Blast, Hull, Primary
T +20 points	Big Zzappa	36	6	-	Assault 3, Dakka, Tesla, Turret, Primary
T +22 points	Lobba	48	5	5+	Heavy 1, 3” Blast, Indirect Fire, Pinning, Turret, Primary
T +51 points	Boom Gun	36	8	3+	Heavy 1, 5” Blast, Turret, Primary
T +78 points	Super Kannon	60	9	2+	Heavy 1, 5” Blast, Turret, Primary
T +80 points	4 Linked Flakka Gunz	36	7	4+	Assault 2 x4, Dakka, AA, Monsterbane, Turret, Primary
S2 +20 points	2 Big Shootaz	36	5	5+	Assault 3 x2, Dakka, Sponson, Primary
H +5 points	Skorcha	Flame	5	4+	Assault 1, Hull, Primary
H +6 points	Big Shoota	36	5	5+	Assault 3, Dakka, Hull, Primary
H +7 points	Rokkit Launcha	24	8	3+	Assault 1, Dakka, Monsterbane, Hull, Primary
H +12 points	2 Linked Big Shootaz	36	5	5+	Assault 3 x2, Dakka, Hull, Primary
H +14 points	2 Linked Rokkit Launchaz	24	8	3+	Assault 1 x2, Dakka, Monsterbane, Hull, Primary
A +7 points	Grabbin Klaw	Melee	User	3+	Extra Attack 1, Accurate, Sniper (3+), Auxiliary
A +7 points	Wrecking Ball	Melee	+3	2+	Extra Attack 1

Gargantuan Squiggoth Gargantuan Squiggoth	**M WS BS S T W I A Ld Sv** 10 3+ 5+ 10 8 36 2 6 6 3+	**Points: 1020** **Composition:** **1 Gargantuan Squiggoth**
Wargear Gargantuan Squiggoth: Big Lobba 2 Linked Big Shootaz Gargantuan Horns	**Options** May take up to two P	**Rules** Gargantuan Squiggoth: Titanic Monster 'Ere We Go! Shock Assault Steady Enraged Demise – If this model is destroyed, each model onboard suffers a hit equal to this models S# before being Force Disembarked. Transport 20 – Access Sides and rear. 10 360 Fire Ports
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
T	Big Lobba	72	9	2+	Heavy 1, 5" Blast, Indirect, Pinning, Turret, Primary
S	2 Linked Big Shootaz	36	5	5+	Assault 3 x2, Dakka
P +13 points	Big Shoota	36	5	5+	Assault 3, Dakka
M	Gargantuan Horns	Melee	D	1+	Slow, Destroyer, Monsterbane

Stompa Stompa	**M WS BS S FA SA RA W I A Ld Sv** 8 3+ 5+ 10 13 13 12 40 2 6 9 3+	**Points: 949** **Composition:** **1 Stompa**
Wargear Stompa: Deff Kannon Supa Gatler Supa Rokkit Rack 4 Linked Big Shootaz Big Shoota Skorcha Mega Klaw	**Options** May take up to one of each E	**Rules** Stompa: Titanic Vehicle Ork 'Ere We Go! Poor Maintenance Fearless Steady Transport 20 – Access Rear. 3 Fire Points Front, 1 Fire Point Rear.
Special Wargear:	**Special Wargear Upgrades:** E Grot Riggas +5 points E Fuel Mixa Grot +5 points E Red Paint +6 points	

Selection	Name	Range	S	AP	Rules
A	Deff Kannon	72	10	1+	Heavy 1, 7” Blast, Ordnance, Monsterbane, Hull, Primary
A	Supa Gatler	48	7	4+	Heavy 20, Dakka, Monsterbane, Hull, Primary
C	Supa Rokkit Rack	120	8	3+	Heavy 1, 5” Blast, Ordnance, Hull, Primary
S	4 Linked Big Shootaz	36	5	5+	Assault 3 x4, Dakka, Hull, Primary
S	Big Shoota	36	5	5+	Assault 3, Dakka, Turret, Primary
S	Skorcha	Flame	5	4+	Assault 1, Hull, Primary
M	Mega Klaw	Melee	D	1+	Slow, Destroyer, Monsterbane, Primary

Fortification 0-1/1000 points

Big’ed Bossbunka Bossbunka	**M WS BS S T W I A Ld Sv** - - 5+ - 8 12 - - - 3+	**Points: 166** **Composition:** **1 Bossbunka**
Wargear Bossbunka: Gaze of Gork Big Shoota	**Options** May take up to 3 S	**Rules** Bossbunka: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Shoutin’ Pole – Embarked models with the Waaagh! Aura may cast their Aura up to 24” away. Transport 10 – Access Rear. 2 Firing Ports Front, Sides, Rear.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	Gaze of Gork	24	9	2+	Heavy 1, Monsterbane, Hull
S	Big Shoota	36	5	5+	Assault 3, Dakka, Hull
S +6 points	Big Shoota	36	5	5+	Assault 3, Dakka, Hull

Mek Boy Workshop Workshop	**M WS BS S T W I A Ld Sv** - 3+ 5+ - 7 10 - - - 3+	**Points: 100** **Composition:** **1 Workshop**
Wargear Workshop: Grabbin Klaw	**Options**	**Rules** Workshop: Building Fortification – This model may never be moved once placed on the Table, except when it is destroyed. Repair – Target model in base contact Repairs d3 Wounds. Roll a d6, on a 3+ restore service for one Weapon Disabled, Crew Shaken, Immobilized, or Weapon Destroyed.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
A	Grabbin Klaw	Melee	User	3+	Extra Attack 1, Accurate, Sniper (3+), Auxiliary