

Detachment Name		Skarfang the Unstoppable an 'is Retinue	
Detachment Type	Ork Warband	Cost	
Psyker			
Commander	Warboss Stompa	64	
Commander			
Commander			

Reserve Speed	10
Half Strength	6
Morale Value	6
Total Point Cost	251

Detachment Main Force		Cost
1	3 Shooty Boyz	51
2	3 Stormboyz	36
3	3 Kommandos	36
4		
5		
6		
7		
8		
9		
10		

Detachment Support Force		Cost
1	Stompa	32
2	Stompa	32
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
W.Stompa	15	45	4	8	(5+)	
Shooty	10	45	2	1	4+	
Storm.B	20/30	15	1	3	4+	
Kommand	10	30	1	2	4+	Infiltrators

Detachment Name		Da Profeshernalz	
Detachment Type	Ork Warband	Cost	
Psyker	Weirdboy	20	
Commander	Warboss	40	
Commander			
Commander			

Reserve Speed	10
Half Strength	6
Morale Value	4
Total Point Cost	153

Detachment Main Force		Cost
1	2 Nobz	28
2	4 Boyz	36
3	3 Gretchin	15
4		
5		
6		
7		
8		
9		
10		

Detachment Support Force		Cost
1	Big Gun	14
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Warboss	10	30	1	4	(4+)	
Weirdboy	10	30	1	2	4+	Psyker
Nobz	10	30	1	4	(4+)	
Boyz	10	30	1	2	4+	

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Gretchin	10	15	1	1	3+	
Big Gun	10	45	2	0	4+	Artillery

Detachment Name		Mordag's Wreckers	
Detachment Type	Ork Warband	Cost	
Psyker	Weirdboy	20	
Commander	Warboss	40	
Commander			
Commander			

Reserve Speed	10
Half Strength	6
Morale Value	4
Total Point Cost	153

Detachment Main Force		Cost
1	2 Nobz	28
2	4 Boyz	36
3	3 Gretchin	15
4		
5		
6		
7		
8		
9		
10		

Detachment Support Force		Cost
1	Big Gun	14
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Warboss	10	30	1	4	(4+)	
Weirdboy	10	30	1	2	4+	Psyker
Nobz	10	30	1	4	(4+)	
Boyz	10	30	1	2	4+	

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Gretchin	10	15	1	1	3+	
Big Gun	10	45	2	0	4+	Artillery

Detachment Name		Da 'Eavy Hittas	
Detachment Type	Ork Warband	Cost	
Psyker	Weirdboy	20	
Commander	Warboss	40	
Commander			
Commander			

Reserve Speed	10
Half Strength	6
Morale Value	4
Total Point Cost	153

Detachment Main Force		Cost
1	2 Nobz	28
2	4 Boyz	36
3	3 Gretchin	15
4		
5		
6		
7		
8		
9		
10		

Detachment Support Force		Cost
1	Big Gun	14
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Warboss	10	30	1	4	(4+)	
Weirdboy	10	30	1	2	4+	Psyker
Nobz	10	30	1	4	(4+)	
Boyz	10	30	1	2	4+	

Unit	Spd	Rng	FP	Aslt	Arm	Notes
Gretchin	10	15	1	1	3+	
Big Gun	10	45	2	0	4+	Artillery

Detachment Name		Da Bonecrunchas	
Detachment Type	Ork Kult of Speed	Cost	
Psyker	Weirdboy Tower	25	
Commander	Warboss Battlewagon	45	
Commander			
Commander			

Reserve Speed	25
Half Strength	3
Morale Value	3
Total Point Cost	140

Detachment Main Force		Cost
1	Battlewagon	14
2	Battlewagon	14
3	Battlewagon	14
4	Battlewagon	14
5	Battlewagon	14
6		
7		
8		
9		
10		

Detachment Support Force		Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
W.BattleW	25	45	1	4	(5+)	
W.Tower	25	45	1	2	5+	Psyker
Battle.W	25	45	1	2	5+	

Detachment Name		Da Gibletrindas	
Detachment Type	Ork Kult of Speed	Cost	
Psyker	Weirdboy Tower	25	
Commander	Warboss Battlewagon	45	
Commander			
Commander			

Reserve Speed	25
Half Strength	3
Morale Value	3
Total Point Cost	140

Detachment Main Force		Cost
1	Battlewagon	14
2	Battlewagon	14
3	Battlewagon	14
4	Battlewagon	14
5	Battlewagon	14
6		
7		
8		
9		
10		

Detachment Support Force		Cost
1		
2		
3		
4		
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7		
8		
9		
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Unit	Spd	Rng	FP	Aslt	Arm	Notes
W.BattleW	25	45	1	4	(5+)	
W.Tower	25	45	1	2	5+	Psyker
Battle.W	25	45	1	2	5+	

Detachment Name		Gutrippa's Speedstas	
Detachment Type		Ork Kult of Speed	Cost
Psyker			
Commander		Warboss Bikeboyz	40
Commander			
Commander			

Reserve Speed		35
Half Strength		1
Morale Value		2
Total Point Cost		66

Detachment Main Force		Cost
1	Bikeboyz	13
2	Bikeboyz	13
3		
4		
5		
6		
7		
8		
9		
10		

Detachment Support Force		Cost
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3		
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7		
8		
9		
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Unit	Spd	Rng	FP	Aslt	Arm	Notes
W.Bike	35	45	1	2	(4+)	
Bikeboyz	35	45	1	1	4+	

Detachment Name		Urgok's Savagex	
Detachment Type		Ork Warband	Cost
Psyker			
Commander		Warboss Boarboyz	44
Commander			
Commander			

Reserve Speed		20
Half Strength		2
Morale Value		2
Total Point Cost		83

Detachment Main Force		Cost
1	Boarboyz	13
2	Boarboyz	13
3	Boarboyz	13
4		
5		
6		
7		
8		
9		
10		

Detachment Support Force		Cost
1		
2		
3		
4		
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6		
7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
W.Boar	20/30	30	1	4	(6+)	
Boarboyz	20/30	30	1	2	5+	

Detachment Name		Korps Grinda	
Detachment Type		Ork Gargant	Cost
Psyker			
Commander		Great Gargant	430
Commander			
Commander			

Reserve Speed		15
Half Strength		9
Morale Value		9
Total Point Cost		430

Detachment Main Force		Cost
1		
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Detachment Support Force		Cost
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2		
3		
4		
5		
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7		
8		
9		
10		

Unit	Spd	Rng	FP	Aslt	Arm	Notes
G.Gargant	15	***	***	30	6	DC: 18

GREAT GARGANT

The mightiest Warbosses command their Mekboyz to build immense Great Gargants for them to take into battle. These be-weaponed monstrosities move forward with da Boyz and the Battlewagonz, using their huge guns to pound the foe into oblivion in typical Orky style.

SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	5+	D6+6	18	30	-

HEAD/SHOULDER WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Gaze of Gork (Head)	All Round	30cm	(1)	Always roll 1 die, needing a 2+ to hit. Hits always cause critical hits on war engines.
Left Shoulder Battery	All Round	45cm	3	-
Right Shoulder Battery	All Round	45cm	3	-

ARM WEAPONS (Pick 2)	FIRE ARC	RANGE	FIREPOWER	NOTES
Heavy Weapon Battery	Side	45cm	5	-
Lifta-Droppe	Side	45cm	(1)	May be used to pick up vehicles and war engines but not infantry. Lifts target if you beat its Damage on a D6. Target may be moved 1cm for each point you beat its Damage by and then it is dropped. The dropped object loses all remaining Damage. Roll a D6 for things dropped on, on a 4+ they take a hit.
Close Combat Weapon	Side	30cm	4	Double Assault value vs other war engines. Always causes Catastrophic Damage against war engines if you win.

BELLY WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Mega-Cannon	Front	45	(1)	Place Barrage template. Roll to hit all units under template, ignoring Armour bonuses for cover. Each attack places an additional Blast marker on the target.

2D6 ROLL	RESULT	CRITICAL DAMAGE	NOTES
2	Stubbed Toe	+0 Points	The Gargant is immobilised for the rest of the turn.
3	Right Shoulder Damaged	+1 Point	The weapon may not fire until it is repaired.
4	Left Shoulder Damaged	+1 Point	The weapon may not fire until it is repaired.
5	Right Arm Damaged	+2 Points	The weapon may not fire until it is repaired.
6	Left Arm Damaged	+2 Points	The weapon may not fire until it is repaired.
7	Head Damaged	+3 Points	The weapon may not fire until it is repaired.
8	Belly-Gun Damaged	+3 Points	The weapon may not fire until it is repaired.
9	Flashback	+4 Points	There is a flashback to the Gargant's magazine. No weapons may be fired for the rest of the turn.
10	Fire	+4 Points	Gargant moves at half speed until fire is put out by being repaired. The fire causes +1 point of damage per rally phase until put out.
11	Raging Fires	+4 Points	D6 fires break out (see Fire above).
12	Catastrophic Damage	See table below.	

1D6 ROLL	DAMAGE	CATASTROPHIC DAMAGE	NOTES
1-2	Internal Explosions	Wrecked	A series of internal explosions destroys the Gargant and kills its crew.
3-4	Inferno	Burning	A massive fire destroys the crew and Gargant. No unit can approach within 5cm due to the heat. Roll again on this table at the end of next turn and apply the result counting 3 as Internal Explosions and 4 as a Magazine Explosion.
5	Magazine Explosion	Destroyed	The Gargant's magazine explodes. As debris scatters all around, roll a D6 to hit any unit within 5cm.
6	Massive Explosion	Destroyed	Gargant is destroyed in a huge explosion. Any unit in base contact takes D6 hits. Roll a D6 to hit any other unit within 30cm.