

## Gutgrub Badfang's Stompy Onslaught

Badfang's army has a strategy rating of 3. All Ork formations have an initiative rating of 3+.

The army receive one free Warlord Character that may be added to any unit in the army except aircraft.

| TYPE                 | CORE UNITS                          | NOR-<br>MAL | BIG | 'UGE | EXTRAS  |
|----------------------|-------------------------------------|-------------|-----|------|---|
| Warband              | Two Nobz and six Boyz and two Grotz | 200         | 350 | 500  | <p>Any number of the following for 25pts each:<br/>Boyz unit (and one free Grotz unit), Big Gunz, Killa Kan.</p> <p>Any number of the following for +35pts each:<br/>Dreadnought, Flakwagon</p> <p>Any number of Mega Dreads for +60pts each.</p> <p>0-2 Nobz for +35pts each.<br/>(Upgrade any number of Nobz units to Meganobz units for +25pts each)</p> <p>0-1 Oddboy for 50pts</p> <p>Any number of Kustom Stompas for +175pts each.</p> <p>Any number of Mekboy Stompas for +250pts each.</p> |
| Stormboy<br>Warhorde | Six Stormboyz units                 | 150         | —   | —    | None  |
| Kommando<br>Warband  | Six Kommando units                  | 125         | —   | —    | <p>Any number of the following for +35pts each:<br/>Deth Koptas, Flakwagon</p> <p>Any number of Warkopters for +50pts each.</p> <p>Any number of Kustom Stompas for +175pts each.</p>   |
| Mekboy<br>Gunzmob    | Five Big Gunz                       | 125         | 225 | 325  | <p>Any number of Big Gunz for +25pts each:</p> <p>Any number of Flakwagonz for +35pts each</p> <p>0-1 Nobz unit for +35pts<br/>(Upgrade Nobz unit to Meganobz unit for +25pts)</p> <p>Any number of Kustom Stompas for +175pts each.</p> <p>0-1 Oddboy for +50pts</p>   |
| Mekboy<br>Dreadzmob  | Four Mega Dreads                    | 225         | 400 | 525  | <p>Any number of Killa Kans for 25pts each.</p> <p>Any number of the following for +35pts each:<br/>Dreadnought, Flakwagon</p> <p>Any number of Mega Dreads for +60pts each.</p> <p>0-1 Oddboy for 50pts</p>  |
| Fighta<br>Squadron   | Three Fighta-Bommers                | 150         | —   | —    | 0-6 Fighta-Bommers for +50pts each  |
| Bommer               | One Ork Bommer                      | 200         | —   | —    | None  |
| Krooza               | One Killa Krooza                    | 150         | n/a | n/a  | May be upgraded to a Battlekrooza for +50pts  |
| Gargant              | One Gargant                         | 650         | —   | —    | None  |
| Great<br>Gargant     | One Great Gargant                   | 850         | —   | —    | None  |

# Sun-Tzork's Grotling Waaaaaagh!

Sun-Tzork's Grotling Waaaaaagh! has a strategy rating of 1. All formations have an initiative rating of 3+.

| TYPE                        | CORE UNITS   | NORMAL | BIG | 'UGE | EXTRAS   |
|-----------------------------|--|--------|-----|------|--|
| <b>0-1 Da Boss' Warband</b> | One Ork Mega Grot Warboss, six Grot Gunnaz, six Grot Stabberz. | 275    | —   | —    | Add any number of the following for +15 pts each:<br>Grot Gunnerz<br>Grot Stabberz<br><br>Up to one Weirdboy for +50 pts   |
| <b>Grotling Warband</b>     | One Ork Boyz, six Grot Gunnaz, six Grot Stabberz.              | 175    | 325 | 475  | Add any number of the following for 15 pts each:<br>Grot Gunnerz<br>Grot Stabberz<br><br>Up to one Weirdboy for +50 pts  |
| <b>Soopagunz Mob</b>        | Five Big Gunz  | 125    | 225 | 325  | Up to one Oddboy for +50 pts<br>Up to one Weirdboy for +50 pts   |
| <b>Grot Tank Mob</b>        | Eight Grot Tanks   | 150    | 250 | 350  | Add any number of Mega Grot Tanks for +50 pts each   |
| <b>Gargant Mob</b>          | Four Dreadnoughts and four Killa Kans                          | 200    | 350 | 500  | Up to one Mega Dreadnought for 60 pts  |
| <b>Great Gargant Mob</b>    | Four Mega Dreads   | 225    | 400 | 525  | Any number of Killa Kans for +25pts each.<br><br>Any number of the following for +35pts each:<br>Dreadnought<br><br>Any number of Mega Dreads for +60pts each.<br><br>0-1 Oddboy for 50pts |
| <b>Mega Gargant Mob</b>     | One Kustom Stompa  | 250    | —   | —    | None   |

## The epic tale of Sun-Tzork!

Sun-Tzork was a hopeless case, or so his Tribe commonly believed; Instead of finding the biggest, noisiest, fastest, Orkiest method of helping to fight neighbouring Tribes like any normal Greenskin, Sun-Tzork pursued a different 'est'...

Sun-Tzork was obsessed with being 'Da smartest'.

For years, while his Tribe lost battle after battle, Sun-Tzork worked on a tactical opus of unsurpassed greatness which he named 'Da Smart of Waaa!'. Within its unevenly folded pages, Sun-Tzork constructed a foolproof method of making war just as all-encompassing (In its own Orky way) as the Codex Astartes of the Imperium of Man. It was eventually completed not a moment too soon.

Defeated a final time in battle, most of the Warbands of Sun-Tzork's tribe lay down their gunz and swore to fight for their conqueror, Warboss Freeteef (So named because he was so rich, for every tooth his enemies had, he had three times as many, all kept in a huge pile which he used to cover his enemies!). Those Boyz who demanded Warboss Freeteef prove himself a final time before they would serve him trickled home to their village to make their last stand, where they were met by the determined Sun-Tzork.

Quickly taking control of the depleted Warbands in the usual manner observed amongst Orks (Big fists and a loud voice), Sun-Tzork efficiently split up his Tribe's few remaining Boyz and placed them in charge of huge bands of Grots (The Tribe's one resource which remained in plentiful supply), as dictated by his tactical manual. Scraping together a selection of slower Dreadnoughts and Stompas which had been left behind by the Tribe on its ill-fated last attack, Sun-Tzork rallied his troops and marched to war.

Soon, Warboss Freeteef's army arrived to face the depleted tribe, and Sun-Tzork's first battle as a Warboss began. Over the following fifty-eight hours, endless waves of Grots (herded into battle by confused Ork Boyz handlers) assaulted Warboss Freeteef's army; thousands were cut down as they charged, but thousands more hopped and giggled their way towards the fighting. All the while the Shokk Attack units of the Big Gunz formations teleported scores more Grots directly into the heart of Freeteef's army.

When the insane din of the battle finally died down, Sun-Tzork found himself victorious, his precious 'Smart of Waa!' vindicated at last with the ultimate tribute; Warboss Freeteef laid down his guns and swore to fight for the military genius who had defeated his grand tribe.

Within months, Sun-Tzork ruled his entire planet, and within three years ships packed with Orks from his expanded tribe were spreading throughout surrounding star systems. Although he came into command of far more 'conventional' Ork armies after conquering his planet, Sun-Tzork never forgot his surprise use of Grots during his first battle, or his 'Smart of Waa!', and he was to use both many times during his long career as a Warboss.

# Harley Orkison's Speed Freaks Clan

Orkison's army has a strategy rating of 3. All Ork formations have an initiative rating of 3+.

The army receive one free Mekboy Bad Ork Bikerboy unit that may be added to any formation in the army.

| TYPE                | CORE UNITS   | NORMAL | BIG | 'UGE | EXTRAS   |
|---------------------|--|--------|-----|------|--|
| Speed Freak Warband | One Nob, Three Boyz, and four Trukks.<br><br>Plus any four of the following units:<br>Buggies, Warbikes, Skorchas. | 200    | 375 | 550  | Any number of the following for 25pts each:<br>Boyz unit (and one free Trukk), Buggies, Stormboyz, Warbikes, Skorchas, Big Gunz.<br><br>Any number of the following for +35pts each:<br>Battlewagonz, Deth Koptas, Flakwagonz, Gunwagonz.<br><br>Any number of Warkoptas for +50pts each<br><br>0-1 Nobz (and one free Trukk) for +25pts<br><br>0-1 Mekboy Speedsta for +50pts |
| Kult of Speed       | Any eight of the following units:<br>Buggies, Warbikes, Skorchas   | 200    | 350 | 500  | Any number of the following for 25pts each:<br>Buggies, Warbikes, Skorchas<br><br>Any number of the following for +35pts each:<br>Deth Koptas, Flakwagonz, Gunwagonz.<br><br>0-1 Biker Nobz for +25pts<br><br>0-1 Mekboy Speedsta for +50pts   |
| Warbike Outriders   | Five Warbike units   | 150    | 250 | 350  | No extra units allowed.<br>All units receive the scout ability for no extra cost.  |
| Blitz Brigade       | Any four of the following units:<br>Gunwagonz, Deth Koptas, Flakwagonz.  | 150    | 250 | 350  | Any number of the following for +25pts each:<br>Buggies, Warbikes, Skorchas<br><br>Any number of the following for +35pts each:<br>Battlewagonz, Deth Koptas, Flakwagonz<br><br>0-1 Biker Nobz for +25pts<br><br>0-1 Mekboy Speedsta for +50pts<br><br>0-1 Gunfortress for +135pts   |
| Fighta Sqwadron     | Three Fighta-Bommers   | 150    | —   | —    | 0-6 Fighta-Bommers for +50pts each   |
| Landa               | One Landa  | 200    | —   | —    | None   |
| Krooza              | One Killa Krooza   | 150    | n/a | n/a  | May be upgraded to a Battlekrooza for +50pts   |
| Fortress Mob        | Any two of the following:<br>Battlefortress, Gunfortress   | 275    | 475 | 675  | Any number of Boyz units for +25pts each<br><br>Any number of Flakwagonz for +35pts each<br><br>0-1 Warbike Nobz for +25pts<br><br>0-1 Battlefortress for 115pts<br><br>0-1 Gunfortress for +125pts  |

## Kolonel Sandorks' Blood Axe Clan

Sandorks' army has a strategy rating of 3. All Ork formations have an initiative rating of 3+.

The army receives one free Warlord Character that may be added to any unit in the army except aircraft.

| TYPE                   | CORE UNITS   | NORMAL | BIG | 'UGE | EXTRAS   |
|------------------------|--|--------|-----|------|--|
| Warband                | Two Nobz and six Boyz and two Grotz                                    | 200    | 350 | 500  | <p>Any number of the following for 25pts each:<br/>Boyz unit (and one free Grotz unit), Stormboyz, Kommandos, Buggies, Warbikes, Skorchas, Big Gunz.</p> <p>Any number of the following for +35pts each:<br/>Battlewagonz, Deth Koptas, Flakwagonz, Gunwagonz, Lobbawagonz</p> <p>Any number of Warkoptas for +50pts each<br/>Any number of Big Wagons for +75pts each<br/>Any number of Mega Warkoptas for +125pts each<br/>Any number of Gunfortresses for +135pts each</p> <p>0-2 Nobz for +35pts each.<br/>(Upgrade any number of Nobz units to Meganobz units for +25pts each)</p> <p>0-1 Oddboy for +50pts</p> |
| Stormboy Warhorde      | Six Stormboyz units  | 150    | —   | —    | <p>Any number of the following for +25pts each:<br/>Stormboyz, Kommandos, Buggies, Warbikes, Skorchas</p> <p>Any number of Deth Koptas for +35pts each.<br/>Any number of Warkoptas for +50pts each<br/>Any number of Mega Warkoptas for +125pts each</p>  |
| Kommando Warband       | Six Kommando units   | 125    | —   | —    | <p>Any number of the following for +25pts each:<br/>Stormboyz, Kommandos</p> <p>Any number of the following for +35pts each:<br/>Battlewagonz, Deth Koptas, Flakwagonz</p> <p>Any number of Deth Koptas for +35pts each.<br/>Any number of Warkopters for +50pts each.</p>   |
| Airborne Kult of Speed | Six Deth Koptas  | 200    | 350 | 500  | <p>Any number of the following for 50pts each:<br/>Two Kommando units, One Warkopter</p> <p>0-2 Nobz for +35pts each.</p>  |
| Blitz Brigade          | Any four of the following units:<br>Gunwagonz, Flakwagonz, Lobbawagonz | 150    | 250 | 350  | <p>Any number of the following for +25pts each:<br/>Buggies, Warbikes, Skorchas</p> <p>Any number of the following for +35pts each:<br/>Battlewagonz, Deth Koptas, Flakwagonz, Lobbawagonz</p> <p>Any number of Big Wagons for +75pts each</p> <p>0-1 Oddboy for +50pts<br/>0-1 Gunfortress for +135pts</p>  |
| Tankaz                 | Three Big Wagonz   | 225    | 425 | 625  | <p>Any number of the following for +35pts each:<br/>Battlewagonz, Deth Koptas, Flakwagonz, Lobbawagonz</p> <p>Any number of Big Wagons for +75pts each</p> <p>0-1 Oddboy for +50pts<br/>0-1 Gunfortress for +135pts</p>  |
| Mekboy Gunzmob         | Five Big Gunz or Lobbaz  | 125    | 225 | 325  | <p>Any number of the following for +25pts each:<br/>Big Gunz, Lobbaz</p> <p>Any number of the following for +35pts each:<br/>Battlewagonz, Flakwagonz</p> <p>0-2 Nobz for +35pts each.<br/>(Upgrade any number of Nobz units to Meganobz units for +25pts each)<br/>0-1 Oddboy for +50pts</p>  |
| Fighta Sqwadron        | Three Fighta-Bommers   | 150    | —   | —    | 0-6 Fighta-Bommers for +50pts each   |
| Bommer                 | One Ork Bommer   | 200    | —   | —    | None   |
| Krooza                 | One Killa Krooza   | 150    | n/a | n/a  | May be upgraded to a Battlekrooza for +50pts   |
| Gargant                | One Gargant  | 650    | —   | —    | None   |
| Great Gargant          | One Great Gargant  | 850    | —   | —    | None   |

# Common Ork Units

| Name                      | Type                 | Speed          | Armour | CC  | FF  | Weapons   | Range  | Firepower  | Notes  |
|---------------------------|----------------------|----------------|--------|-----|-----|---|--|--|--|
| <b>Ork Warlord</b>        | Character            | n/a            | n/a    | n/a | n/a | Big Choppas   | (Base Contact)   | Assault Wpn, Extra Attacks +1, Macro Weapon  | <i>Character, Supreme Commander</i>  |
| <b>Ork Oddboy</b>         | Character            | n/a            | n/a    | n/a | n/a | Supa Kannon OR<br>Big Zzappa  | 60cm<br>60cm   | 2BP, Macro Weapon<br>MW3+, Titan Killer  | <i>Character (May be added to: Big Gun unit, Megadread)</i>  |
| <b>Ork Nobz</b>           | Infantry             | 15cm           | 4+     | 3+  | 5+  | 2x Big Shootas<br>Big Choppas   | 30cm<br>Base Contact                                   | AP6+ / AT6+<br>Assault Weapons, Extra Attacks +1   | <i>Leader</i>  |
| <b>Ork Boyz</b>           | Infantry             | 15cm           | 6+     | 4+  | 6+  | Sluggas<br>Choppas<br>Big Shoota  | (15cm)<br>(Base Contact)<br>30cm                       | Small Arms<br>Assault Weapons<br>AP6+ / AT6+   |  |
| <b>Ork Grotz</b>          | Infantry             | 15cm           | none   | 6+  | 6+  | Shootas   | (15cm)   | Small Arms   | <i>Formations that include at least one Ork unit don't receive Blast Markers for Grot units that are killed, and don't count Grot units that are lost in an assault when working out who has won the combat.</i>   |
| <b>Ork Stormboyz</b>      | Infantry             | 30cm           | 6+     | 4+  | 6+  | Shootas<br>Choppas  | (15cm)<br>(Base Contact)                               | Small Arms<br>Assault Weapons  | <i>Jump Packs, Scouts</i>  |
| <b>Ork Kommandos</b>      | Infantry             | 15cm           | 6+     | 4+  | 6+  | Shootas<br>Choppas<br>Big Shoota  | (15cm)<br>(Base Contact)<br>30cm                       | Small Arms<br>Assault Weapons<br>AP6+/AT6+   | <i>Scouts, Infiltrators</i>  |
| <b>Ork Warbikes</b>       | Infantry             | 35cm           | 5+     | 4+  | 6+  | Twin Big Shootas  | 15cm   | AP5+ / AT5+  | <i>Mounted</i>   |
| <b>Ork Warbuggy</b>       | Light Vehicle        | 35cm           | 5+     | 5+  | 5+  | Twin Big Shootas  | 30cm   | AP5+ / AT6+  |  |
| <b>Ork Skorcha</b>        | Light Vehicle        | 35cm           | 5+     | 6+  | 4+  | Skorcha   | 15cm   | AP4+, Ignores Cover  |  |
| <b>Ork Deth Kopta</b>     | Light Vehicle        | 35cm           | 4+     | 6+  | 5+  | Twin Big Shootas  | 30cm   | AP5+ / AT6+  | <i>Skinmer</i>   |
| <b>Ork Flakwagon</b>      | Armoured Vehicle     | 30cm           | 5+     | 5+  | 5+  | Flak Gun  | 30cm   | 2x AP6+ / AT6+ / AA6+  | <i>Transport (1 Boyz Kommandos, Grots, Nobz, Big Gun)</i>  |
| <b>Ork Battlewagon</b>    | Armoured Vehicle     | 30cm           | 5+     | 6+  | 5+  | 2x Big Shootas  | 30cm   | AP5+ / AT6+  | <i>Transport (2 Boyz, Kommandos, Nobz, 0-1 Big Gun, May carry 1 Grot unit in addition to other units)</i>  |
| <b>Ork Gunwagon</b>       | Armoured Vehicle     | 30cm           | 5+     | 5+  | 5+  | Big Gun   | 45cm   | AP5+ / AT5+  | <i>Transport (1 Boyz Kommandos, Grots, Nobz, Big Gun)</i>  |
| <b>Ork Big Gun</b>        | Infantry             | 10cm           | none   | 6+  | 5+  | Big Gun   | 45cm   | AP5+ / AT5+  |  |
| <b>Ork Killa Kan</b>      | Armoured Vehicle     | 15cm           | 5+     | 5+  | 6+  | Big Shoota<br>Kombat Klaws  | 30cm<br>(Base Contact)                                 | AP6+ / AT6+<br>Assault Weapon, Macro-Weapon, EA (+1)   | <i>Walker</i>  |
| <b>Ork Dreadnought</b>    | Armoured Vehicle     | 15cm           | 4+     | 4+  | 5+  | 2x Big Shootas<br>Kombat Klaws  | 30cm<br>(Base Contact)                                 | AP6+ / AT6+<br>Assault Weapon, Macro-Weapon, EA (+1)   | <i>Walker</i>  |
| <b>Ork Battlefortress</b> | War Engine           | 30cm           | 4+     | 4+  | 4+  | 4x Twin Big Shootas<br>Big Gun  | AP5+ / AT6+<br>AP5+ / AT5+                             |  | <i>DC3. Critical Hit Effect: The Battlefortress explodes and lands D6cm away in a random direction, hitting any units it lands on. Units onboard survive on a roll of 6. Transport (8 Boyz, Kommandos, Nobz, 0-1 Big Gun, May carry 4 Grot units in addition to other units)</i>   |
| <b>Ork Gunfortress</b>    | War Engine           | 30cm           | 4+     | 4+  | 4+  | 5x Twin Big Shootas<br>3x Big Gun   | AP5+ / AT6+<br>AP5+ / AT5+                             |  | <i>DC3. Critical Hit Effect: The Battlefortress explodes and lands D6cm away in a random direction, hitting any units it lands on. Units onboard survive on a roll of 6. Transport (4 Boyz, Kommandos, Nobz, 0-1 Big Gun, May carry 4 Grot units in addition to other units)</i>   |
| <b>Gargant</b>            | War Engine           | 15cm           | 4+     | 3+  | 3+  | Gaze of Mork<br>2-3x Soopaguns<br>0-1x Supa-Zap Gun<br>0-1x Mega Choppa               | 30cm<br>60cm<br>60cm<br>45cm<br>(Base Contact)         | MW4+, Titan Killer (1)<br>2BP, Macro Weapon, Fixed Forward Arc<br>MW3+, Titan Killer (D3), Fixed Forwards Arc<br>AP5+ / AT5+, Fixed Forwards Arc <b>and</b><br>Assault Weapon, Titan Killer (D3), EA +1                  | <i>D3+3 Power Fields, DC8. Critical : A fire starts. Roll a D6 for each fire in the end phase. On a 1 a second fire starts, on a 5-6 the fire is put out. Any fire not put out causes a point of damage. Reinforced Armour, Fearless, Walker. May be armed with 3 Soopaguns, or 2 Soopaguns &amp; 1 Mega Choppa, or 2 Soopaguns &amp; 1 Supa-Zzap Gun.</i> |
| <b>Great Gargant</b>      | War Engine           | 15cm           | 4+     | 3+  | 3+  | Gaze of Mork<br>2x Big Gunz<br>1x Soopagun<br>1-2x Twin Soopagun<br>0-1x Lifta Droppa | 30cm<br>45cm<br>60cm<br>60cm<br>60cm<br>(Base Contact) | MW4+, Titan Killer (1)<br>AP5+ / AT5+<br>2BP, Macro Weapon, Fixed Forward Arc<br>3BP, Macro Weapon, Fixed Forward Arc<br>MW3+, Titan Killer (D3), Fixed Fwrds Arc <b>and</b><br>Assault Weapon, Titan Killer (D3), EA +1 | <i>D6+6 Power Fields, DC12. Critical : A fire starts. Roll a D6 for each fire in the end phase. On a 1 a second fire starts, on a 5-6 the fire is put out. Any fire not put out causes a point of damage. Reinforced Armour, Fearless, Walker. May be armed with 2 Twin Soopaguns, or 1 Twin Soopagun &amp; 1 Lifta Droppa.</i>                            |
| <b>Fighta Bommer</b>      | Aircraft             | Fighter Bomber | 6+     | n/a | n/a | Heavy Shootas<br>Tankbuster Rokkits   | 15cm<br>30cm   | AP5+ / AA5+<br>AT4+  |  |
| <b>Landa</b>              | War Engine, Aircraft | Bomber         | 5+     | 6+  | 4+  | Gun Turrets<br>2x Tankbusta Rokkits   | 15cm<br>30cm   | D6 + 3x AP5+ / AA6+<br>AT4+  | <i>DC3, Critical: The Landa is destroyed, killing all aboard. Planetfall, Reinforced Armour, Transport (10 Boyz, Kommandos, Stormboyz, Nobz, Warbikes, Buggies, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. All Light vehicles and Dreadnoughts take up 2 slots each. Plus 4 Grot units in addition to other units)</i>                               |
| <b>Kill Kroozer</b>       | Spacecraft           | n/a            | n/a    | n/a | n/a | Orbital Bombardment   | n/a  | D6+1BP   | <i>Transport (40 units, plus as many Drop Kans as are necessary to carry them).</i>  |
| <b>Battlekroozer</b>      | Spacecraft           | n/a            | n/a    | n/a | n/a | Orbital Bombardment   | n/a  | D6+3BP   | <i>Transport (168 units, plus as many Drop Kans as are necessary to carry them, and also 12 Landas). Slow and Steady.</i>  |

## New Common Units

| Name          | Type                 | Speed  | Armour | CC  | FF  | Weapons   | Range                                  | Firepower   | Notes   |
|---------------|----------------------|--------|--------|-----|-----|---|--|---|---|
| Kustom Stompa | War Engine           | 15cm   | 4+     | 4+  | 4+  | Supa-Gattler<br>Supa-Kannon<br>Supa-Rokkit<br>Mega Choppa | 45cm<br>60cm<br>90cm<br>(Base Contact) | 3x AP4+ / AT5+, Slow Firing, Forward Arc<br>2BP, Macro-Weapon, Forward Arc<br>AT4+, Forward Arc<br>Assault Weapon, EA (+1), Titan Killer (D3) | DC4. Critical: Suffer an extra point of damage (And roll again to see if that point of damage is also Critical)<br>Fearless, Walker, Reinforced Armour.<br>Transport (4 from: Boyz, Big Gunz, Kommandos, Nobz, Meganobz. Meganobz count as 2 units. Plus 2 Grot units in addition to other units) |
| Bommer        | War Engine, Aircraft | Bomber | 6+     | n/a | n/a | Bommer Turrets<br>Bomms                                   | 15cm<br>15cm                           | D6x AP5+ / AT6+ / AA6+<br>D3+1BP, Fixed Forwards  | Damage Capacity 3. Critical: Destroyed along with all aboard.<br>Transport: 6 Stormboyz units. Stormboyz units may disembark after the Bommer has made a Ground Attack and count as having activated for that turn.   |
| Mega Dread    | Armoured Vehicle     | 15cm   | 4+     | 4+  | 4+  | 0-2 Big Gun<br>0-2 Rippa Klaw<br>2x Big Shoota            | 45cm<br>(Base Contact)<br>30cm         | AP5+ / AT5+<br>Assault Weapon, Macro-Weapon, EA (+1)<br>AP6+ / AT6+   | Walker, Reinforced Armour.<br>May be armed with 2 Big Guns, 2 Rippa Klaws, or 1 of each (1e: No more than 2 arm weapons in total).  |
| Ork Warkopter | Light Vehicle        | 35cm   | 5+     | 6+  | 6+  | 2x Big Shoota   | 30cm                                   | AP6+ / AT6+   | Skimmer, Transport (2 from: Boyz, Kommandos or Nobz. Plus 1 Grot unit in addition to other units, May not carry Meganobz)   |

## Unique Units - Gutgrub Badfang's Stompy Onslaught

| Name          | Type       | Speed | Armour | CC | FF | Weapons   | Range  | Firepower   | Notes   |
|---------------|------------|-------|--------|----|----|---|--|---|---|
| Ork Meganobz  | Infantry   | 10cm  | 4+     | 3+ | 4+ | Shootas<br>Big Choppas<br>3x Big Shootas                  | (15cm)<br>(Base Contact)<br>30cm               | Small Arms<br>Assault Weapons, Extr Attacks +1, Macro Wpn<br>AP6+ / AT6+  | Leader, Reinforced Armour, Counts-as 2 Nobz for transport purposes.   |
| Mekboy Stompa | War Engine | 15cm  | 4+     | 4+ | 4+ | Gaze of Mork<br>Gigashoota<br>Deth Kannon<br>Lifta-Droppa | 30cm<br>45cm<br>60cm<br>60cm<br>(Base Contact) | MW4+, Macro-Weapon<br>3x AP4+, Forward Arc<br>2BP, Macro-Weapon, Fixed Forward Arc<br>MW3+, Titan-Killer (D3), Forward Arc <b>and</b><br>Assault Weapon, Extra Attacks (+1), TK(D3) | D3 Power Fields. DC4.<br>Critical: As Kustom Stompa.<br>Fearless, Walker, Reinforced Armour.<br>Transport (4 from: Boyz, Big Gunz, Kommandos, Nobz. Plus 2 Grot units in addition to other units) |

## Unique Units - Sun-Tzork's Grotling Waaaaagh!

| Name                  | Type             | Speed   | Armour | CC | FF | Weapons  | Range                    | Firepower                                | Notes   |
|-----------------------|------------------|---------|--------|----|----|--|--------------------------|--|---|
| Ork Mega Grot Warboss | Infantry         | 15cm    | 6+     | 4+ | 6+ | Big Shoota   | 30cm                     | AP6+ / AT6+                              | Supreme Commander   |
| Grot Gunnerz          | Infantry         | 15cm    | None   | 7+ | 5+ | Shootaz<br>Feeble little fists                         | (15cm)<br>(Base Contact) | Small Arms<br>Assault Weapons            | Formations that include at least one Ork unit don't receive Blast Markers for Grot units that are killed, and don't count Grot units that are lost in an assault when working out who has won the combat. |
| Grot Stabberz         | Infantry         | 15cm    | None   | 5+ | 7+ | Chippas<br>Scavenged Pistols                           | (Base Contact)<br>(15cm) | Assault Weapons<br>Small Arms            | Formations that include at least one Ork unit don't receive Blast Markers for Grot units that are killed, and don't count Grot units that are lost in an assault when working out who has won the combat. |
| Grot Tank             | Light Vehicle    | Special | 5+     | 6+ | 5+ | Twin Big Shoota  | 30cm                     | AP5+ / AT6+                              | For speed, Roll 3D6 after activating, all Grot Tanks & Mega Grot Tanks in a formation will move at that speed in centimetres this turn.   |
| Grot Mega Tank        | Armoured Vehicle | Special | 5+     | 6+ | 4+ | Boom Kannisters<br>2x Twin Big Shoota<br>3x Big Shoota | (15cm)<br>30cm<br>30cm   | Small Arms<br>AP5+ / AT6+<br>AP6+ / AT6+ | For speed, Roll 3D6 after activating, all Grot Tanks & Mega Grot Tanks in a formation will move at that speed in centimetres this turn. Walker.   |

## Unique Units - Harley Orkison's Speed Freaks Clan

| Name                    | Type             | Speed | Armour | CC | FF | Weapons                                    | Range                            | Firepower   | Notes  |
|-------------------------|------------------|-------|--------|----|----|--|----------------------------------|---|--|
| Mekboy Bad Ork Bikerboy | Infantry         | 40cm  | 5+     | 4+ | 5+ | Sawn-off Kustom<br>Blasta<br>Choppa Blades | 15cm<br>(15cm)<br>(Base Contact) | MW5+ <b>and</b><br>Small Arms, Macro-Weapon, Extra Attacks +1<br>Assault Weapons, Macro-Weapon, EA +1 | Mounted, Invulnerable Save, Supreme Commander                  |
| Ork Warbike Nobz        | Infantry         | 35cm  | 4+     | 3+ | 5+ | Twin Big Shootas<br>Big Choppas            | 15cm<br>(Base Contact)           | AP5+ / AT5+<br>Assault Weapons, Extra Attacks +1  | Mounted, Leader.<br>Counts-as Warbikes for transport purposes. |
| Mekboy Speedsta         | Armoured Vehicle | 35cm  | 5+     | 6+ | 5+ | Kustom Kannon                              | 45cm                             | MW4+  | D3 Power Fields  |
| Trukk                   | Light Vehicle    | 35cm  | 5+     | 6+ | Na | None                                       | —                                | —   | Transport (1 from the following: Boyz, Nobz, Grots, Big Gun)   |

## Unique Units - Kolonel Sandorks' Blood Axe Clan

| Name           | Type             | Speed | Armour | CC  | FF  | Weapons                        | Range        | Firepower                  | Notes  |
|----------------|------------------|-------|--------|-----|-----|--------------------------------|--------------|----------------------------|--|
| Lobba          | Infantry         | 10cm  | n/a    | 6+  | 6+  | Lobba                          | 45cm         | 1BP                        |  |
| Big Wagon      | Armoured Vehicle | 25cm  | 4+     | 5+  | 4+  | 3x Big Guns                    | 45cm         | AP5+ / AT5+                | Reinforced Armour, Transport (1 from the following: Grots, Boyz, Kommandos, Nobz, Big Gun, may carry one Grots unit in addition to other units)  |
| Lobbawagon     | Armoured Vehicle | 25cm  | 6+     | 6+  | 6+  | Lobba                          | 45cm         | 1BP                        |  |
| Mega Warkopter | War Engine       | 35cm  | 4+     | 5+  | 4+  | 3x Twin Big Shootas<br>Big Gun | 30cm<br>45cm | AP5+ / AT6+<br>AP5+ / AT5+ | DC3. Skimmer, Transport (6 from the following: Boyz, Kommandos, Nobz, Grots, 0-1 Big gun. May carry 4 Grots in addition to other units).<br>Critical Hit Effect: The Mega Warkopta is destroyed and crashes, killing all aboard.   |
| Drop Kan       | Drop Pod         | n/a   | n/a    | n/a | n/a | None                           | —            | —                          | Planetfall, Transport (One Mob that includes only: Nobz, Boyz, Grotz, Stormboyz, Kommandos, Killa Kanz, Dreadnoughts). Any troops carried in the Drop Kan must disembark within 5cm of the Drop Kan or within 5cm of another unit from the same formation, and all units must disembark within 15cm of the Drop Kan. |