

# GHAZGKHULL MAG URUK THRAKA'S WARHORDE

## ORK ARMY ARMY CARDS v1.0

### Tactics Rating: 3

**Restrictions:** An Ork War Horde army may contain any number of War Horde formations. Up to 1/3 of an army's points may be spent on Aircraft and Gargants.

### Cost of Ork Formations:

An Ork player may choose to double or triple the number of core units in a formation if they wish. A formation with double the normal number of units is called a Big formation, and a formation with three times the normal number of units is called an 'Uge; the point value of each type of formation is listed in the army list.

An Ork formation may include any of the extra units listed in the Extras column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there are limitations then the limit is doubled for a Big formation and tripled for an 'Uge formation.

### Power of the WAAAGH!:

Orks are not noted for their organisational abilities, and thus usually have a pretty low initiative rating. However, if there is one thing that will galvanise an Ork Warband, it's the thought of a good punch-up! Because of this, Ork formations that are attempting to take engage or double actions receive a +2 modifier to their action test roll. Ork flyboyz similarly relish the chance to shoot things up, and receive a +2 modifier to their action test roll when attempting to carry out interception or ground attack actions.

### Mob Rule:

Orks believe that as long as there's a bunch of them still fighting together (slightly more than they can count up to is ideal!) then there's always a chance that they'll prevail, no matter the odds. To represent this, Ork formations with more than five units (i.e., too many to count on the fingers of one hand), not including Grotz, Big Gunz or Squig Katapults, receive a +1 modifier to any rally rolls they make, and formations with more than 10 such units receive a +2 modifier. For the purposes of this rule Heavy units count each point of starting damage as a unit.

### Warlord:

Every Ork army must include a Supreme Commander character called a Warlord. The Warlord character is free; you don't have to pay any points for it. If the army includes any Great Gargant, then the Warlord must be placed in one of them. If there are no Great Gargants in the army then the Warlord will join a Nobz or a Gargant unit.

### Restrictions:

Up to 1/3 of an army's points may be spent on Aircraft, and Gargants

### War Horde Formations

Name	Competency	C&C	Upgrades	Cost
Ork Warband	1	3	Any number of Boyz , Big Gunz, Killa Kans, Kommandos, Skorchas, Stormboyz, Warbikes, War Buggies, Battlewagonz, Deth Koptas, Dreadnoughts, Flakwagonz, Gunwagon, Nobz, Oddboy, Stompas, Battlefortress, Gunfortress  0-2 Nobz 0-1 Oddboy	Normal: 200 Big: 350 'Uge: 500
<b>Contains:</b> 6 Boyz units, 2 Nobz units, and 2 Grotz units				

Name	Competency	C&C	Upgrades	Cost
Stormboyz Warhorde	1	3	Any number of Kommandos, Skorchas, Stormboyz, Warbikes, War Buggies, Deth Koptas	150
<b>Contains:</b> 6 stormboyz units				

Name	Competency	C&C	Upgrades	Cost
Kult of Speed	1	3	Any number of Skorchas, Warbikes, War Buggies, Deth Koptas, Flakwagonz, Gunwagonz,  0-1 Oddboy	Normal: 200 Big: 350 'Uge: 500
<b>Contains:</b> 8 of any of the following units: Skorchas, Warbikes, War Buggies				

Name	Competency	C&C	Upgrades	Cost
Blitz Brigade	1	3	Skorchas, Warbikes, War Buggies, Deth Koptas, Flakwagonz, Gunwagonz  0-1 Oddboy 0-1 Gunfortress	Normal:150 Big: 250 'Uge: 350
<b>Contains:</b> 4 of any of the following units: Gunwagonz, Deth Koptas, Flakwagonz				

Name	Competency	C&C	Upgrades	Cost
Mekboy Stompamob	1	3	Any number of Killa Kanz, Dreadnoughts, Flakwagonz, Stompas  0-1 Supa-Stompa	Normal: 225 Big: 400 'Uge: 575
<b>Contains:</b> 3 stompas				

Name	Competency	C&C	Upgrades	Cost
Mekboy Gunzmob	1	3	Any number of Big Gunz, Battlewagonz, Flakwagonz  0-1 Nobz 0-1 Oddboy	Normal: 125 Big: 225 'Uge: 325
<b>Contains:</b> 3 stompas				

Name	Competency	C&C	Upgrades	Cost
Kill Kroozer	1	3	Battlekroozer	200
<b>Contains:</b> 1 Kill Kroozer				

## Ork Aircraft and Gargants

Name	Competency	C&C	Upgrades	Cost
Gargant	1	3		650
<b>Contains:</b> 1 Gargant				

Name	Competency	C&C	Upgrades	Cost
Great Gargant	1	3		850
<b>Contains:</b> 1 Great Gargant				

Name	Competency	C&C	Upgrades	Cost
Landa	1	3		200
<b>Contains:</b> 1 Landa				

Name	Competency	C&C	Upgrades	Cost
Fighta Squadron	1	3		150
<b>Contains:</b> 2x Fighta-bomber sorites				

## Ork Upgrades

Name	Competency	C&C	Upgrades	Cost
Boyz	1	3		25
<b>Contains:</b> 1 Boyz unit and 1 grot unit				

Name	Competency	C&C	Upgrades	Cost
Big Gunz	1	3		25
<b>Contains:</b> 1 Big Gunz unit				

Name	Competency	C&C	Upgrades	Cost
Killa Kanz	1	3		25
Contains: 1 Killa Kanz unit				

Name	Competency	C&C	Upgrades	Cost
Kommandos	1	3		25
Contains: 1 Kommandos unit				

Name	Competency	C&C	Upgrades	Cost
Skorchas	1	3		25
Contains: 1 Skorchas unit				

Name	Competency	C&C	Upgrades	Cost
Stormboyz	1	3		25
Contains: 1Stormboy unit				

Name	Competency	C&C	Upgrades	Cost
Warbike	1	3		25
Contains: 1 Warbike				

Name	Competency	C&C	Upgrades	Cost
War Buggies	1	3		25
Contains: 1 War Buggy unit				

Name	Competency	C&C	Upgrades	Cost
Battlewagonz	1	3		35
Contains: 1 Battlwagon unit				

Name	Competency	C&C	Upgrades	Cost
Deth Koptas	1	3		35
Contains: 1 Deth Kopta unit				

Name	Competency	C&C	Upgrades	Cost
Deadnoughts	1	3		35
Contains: 1 Dreadnought unit				

Name	Competency	C&C	Upgrades	Cost
Flakwagonz	1	3		35
Contains: 1 Flakwagon unit				

Name	Competency	C&C	Upgrades	Cost
Gunwagonz	1	3		35
Contains: 1 Gunwagon unit				

Name	Competency	C&C	Upgrades	Cost
Nobz	1	3		35
Contains: 1 Nob unit				

Name	Competency	C&C	Upgrades	Cost
Oddboyz	1	3		35
Contains: Add one Oddboy character to any unit in the formation				

Name	Competency	C&C	Upgrades	Cost
Stompas	1	3		75
Contains: 1 Stompa unit				

Name	Competency	C&C	Upgrades	Cost
Battlefortress	1	3		115
Contains: 1 Battlefortress unit				

Name	Competency	C&C	Upgrades	Cost
Gunfortress	1	3		125
<b>Contains:</b> 1 Gunfortress unit				

Name	Competency	C&C	Upgrades	Cost
Supa-Stompas	1	3		275
<b>Contains:</b> 1 Supa-Stompa unit				

Name	Competency	C&C	Upgrades	Cost
Big Gunz	1	3		25
<b>Contains:</b> 1 Big Gunz unit				

Name	Competency	C&C	Upgrades	Cost
Battlekroozier	n/a	1		50
<b>Contains:</b> Replace the Kill Kroozier with a Battlekroozier				

## Units

Unit Name	Type	Hits	S	D	M	A
Oddboy (Supa-Zzap Gun)	As per parent stand					
Oddboy characters can be one of two types: Big Meks or Slavers. A Big Mek can be added to a Gunwagon or Gunfortress and upgrades one of the Big Gunz on the vehicle into a Supa-Zzap-Gun. A Slaver may be added to a Big Gunz unit and upgrades the weapons on the unit into a Supa-Zzap-gun.						
Weapons	Rng	AV	Special			
Supa-Zzap Gun	60	P(5+)/A(5+)	DC(D3), Anti-Armour			

Unit Name	Type	Hits	S	D	M	A
Oddboy (Soopagun)	As per parent stand					
Oddboy characters can be one of two types: Big Meks or Slavers. A Big Mek can be added to a Gunwagon or Gunfortress and upgrades one of the Big Gunz on the vehicle into a Soopagun.. A Slaver may be added to a Big Gunz unit and upgrades the weapons on the unit into a Soopagun.						
Weapons	Rng	AV	Special			
Soopagun	60	BV2	DC(1)			

Unit Name	Type	Hits	S	D	M	A
Warlord Specials: General	As per parent stand					
Weapons	Rng	AV	Special			
Power Weapon	-	-	DC(1), Additional Attacks (1)			

Unit Name	Type	Hits	S	D	M	A
Big Gunz	Soft	1	15	-	9+	7+
Weapons	Rng	AV	Special			
Big Gun	45	P(7+)/A(7+)				

Unit Name	Type	Hits	S	D	M	A
Boyz	Soft	1	15	9+	6+	9+
Weapons	Rng	AV	Special			
Choppas	-					
Shootas	-					
Big Shoota	30	P(9+)/A(9+)				

Unit Name	Type	Hits	S	D	M	A
Grotz	Soft	1	15	-	9+	9+
Specials: <i>Expendable</i>						
Weapons	Rng	AV	Special			
Shootas	-	-				

Unit Name	Type	Hits	S	D	M	A
Kommandos Specials: Recon, Stormtrooper	Soft	1	15	9+	6+	9+
Weapons	Rng	AV	Special			
Choppas	-	-				
Shootas	-	-				
Big Shoota	30	P(9+)/A(9+)				

Unit Name		Type		Hits	S	D	M	A
Nobz		Soft		1	15	6+	5+	8+
Specials: Lead from the Front								
Weapons	Rng	AV	Special					
Big Choppa	-	-						
Shootas	-	-						
2x Big Shootas	30	P(9+)/A(9+)						

Unit Name		Type		Hits	S	D	M	A
Stormboyz		Soft		1	15	9+	6+	9+
Specials: Jetpack, Recon								
Weapons	Rng	AV	Special					
Choppas	-	-						
Shootas	-	-						

Unit Name		Type		Hits	S	D	M	A
Warbikes		Soft		1	35	8+	6+	9+
Specials: <i>Mounted</i>								
Weapons	Rng	AV	Special					
Twin Sawn-off Big Shoota	15	P(8+)/A(8+)						

Unit Name		Type		Hits	S	D	M	A
Deth Kopta		Medium		1	35	6+	9+	8+
Specials: VTOL								
Weapons	Rng	AV	Special					
Twin Big Shoota	30	P(8+)/A(9+)						

Unit Name		Type		Hits	S	D	M	A
Skorcha		Medium		1	35	8+	9+	6+
Weapons	Rng	AV	Special					
Skorcha	15	P(6+)	Nowhere to hide					

Unit Name		Type		Hits	S	D	M	A
Warbuggy		Medium		1	35	8+	8+	8+
Weapons	Rng	AV	Special					
Twin Big Shoota	30	P(8+)/A(9+)						

Unit Name		Type		Hits	S	D	M	A
Battlewagon		Hard		1	30	8+	9+	8+
Specials: Transport(2)								
May carry an additional Grotz unit above the normal Transport special								
Weapons	Rng	AV	Special					
Twin Big Shoota	30	P(8+)/P(9+)						

Unit Name		Type		Hits	S	D	M	A
Dreadnought		Hard		1	15	6+	6+	8+
Specials: Agile								
Weapons	Rng	AV	Special					
Kombat Klawz	-	-	DC(1), Additional Attacks(1)					
2x Twin Big Shootas	30	P(8+)/A(9+)						

Unit Name		Type		Hits	S	D	M	A
Flakwagon		Hard		1	30	8+	8+	8+
Specials: Transport(1)								
Weapons	Rng	AV	Special					
Flak Gun	30	2x P(9+)/A(9+)	Anti-air					

Unit Name		Type		Hits	S	D	M	A
Gunwagon		Hard		1	30	8+	8+	8+
Specials: Transport(1)								
Weapons	Rng	AV	Special					
Big Gun	30	P(8+)/A(8+)						

Unit Name	Type	Hits	S	D	M	A
Killa Kan Specials: Agile	Hard	1	15	8+	8+	9+
Weapons	Rng	AV	Special			
Kombat Klawz	-	-	DC(1), Additional Attacks(1)			
Big Shoota	30	P(9+)/A(9+)				

Unit Name	Type	Hits	S	D	M	A
Stompa (Shooty) Specials: Agile, Robust	Hard	1	15	6+	6+	6+
Weapons	Rng	AV	Special			
3x Big Gunz	45	P(8+)/A(8+)				

Unit Name	Type	Hits	S	D	M	A
Stompa (Smashy) Specials: Agile, Robust	Hard	1	15	6+	6+	6+
Weapons	Rng	AV	Special			
2x Big Gunz	45	P(8+)/A(8+)				
Kombat 'Ammer	-	-	DC(1), Additional Attacks(1)			

Unit Name	Type	Hits	S	D	M	A
Battlefortress Specials: Transport(8) May carry an addition 4 grotz units above the transport special	Heavy	3	30	6+	6+	6+
Weapons	Rng	AV	Special			
4x Twin Big Shoota	30	P(8+)/A(9+)				
Big Gun	45	A(8+)/A(8+)				

Unit Name	Type	Hits	S	D	M	A
Gunfortress Specials: Transport(4) May carry an addition 4 grotz units above the transport special	Heavy	3	30	6+	6+	6+
Weapons	Rng	AV	Special			
5x Twin Big Shoota	30	P(8+)/A(9+)				
3x Big Gunz	45	P(8+)/A(8+)				

Unit Name	Type	Hits	S	D	M	A
Gargant Specials: <b>Shields(D3+3, -)</b> , Agile, Without Fear, Robust May be armed with 3 Soopaguns or 2 Soopaguns and either 1 Mega-Choppa or 1 Supa-Zzap-Gun	Heavy	8	15	6+	5+	5+
Weapons	Rng	AV	Special			
Gaze of Mork	30	P(6+)/A(6+)	DC(1), Anti-Armour			
2-3x Soopaguns	60	2BV	DC(1)			
0-1x Supa-Zzap-Gun	60	P(5+)/A(5+)	DC(D3), Anti-Armour, Arc(0, Prow)			
0-1x Mega-Choppa	45	P(8+)/A(8+)	Arc(0, Prow)			
0-1x Mega Choppa	-	-	DC(D3), Anti-Armour, Additional Attacks(1)			

Unit Name	Type	Hits	S	D	M	A
Great Gargant Specials: <b>Shields(D6+6, -)</b> , Agile, Without Fear, Robust May be armed with 2 Twin Soopaguns or 1 Twin Soopagun and either 1 Soopagun or 1 Lifta-Droppa	Heavy	12	15	6+	5+	5+
Weapons	Rng	AV	Special			
Gaze of Mork	30	P(6+)/A(6+)	DC(1), Anti-Armour			
2x Big GUnz	45	P(8+)/A(8+)				
1-2 Twin Soopagun	60	3BV	DC(1), Arc(0, Prow)			
Soopagun	60	2BV	DC(1), Arc(0, Prow)			
0-1x Lifta-Droppa	60	P(5+)/A(5+)	Arc(0, Prow)			
0-1x Lifta Droppa	-	-	DC(D3), Anti-Armour, Additional Attacks(1)			

Unit Name	Type	Hits	S	D	M	A
Supa-Stompa Specials: <b>Shields(D3)</b> , Agile, Without Fear, Robust May be armed with 3 Soopaguns or 2 Soopaguns and either 1 Mega-Choppa	Heavy	4	15	6+	6+	6+
Weapons	Rng	AV	Special			
Gaze of Mork	30	P(6+)/A(6+)	DC(1), Anti-Armour			
2-3x Soopagunz	60	2BV	DC(1)			
0-1x Mega-Choppa	45	P(8+)/A(8+)	Arc(0, Prow)			
0-1x Mega-Choppa	-	-	DC(D3), Anti-Armour, Additional Attacks(1)			

Unit Name	Type	Hits	S	D	M	A
Fighta-bomba	Aerial	1	n/a	9+	n/a	n/a
Weapons	Rng	AV	Special			
Heavy Shootas	15	P(8+)	Arc(0, Prow)			
Tankbusta Rokkits	30	A(6+)	Arc(0, Prow)			

Unit Name	Type	Hits	S	D	M	A
Landa Specials: Robust, Transport(10)	Heavy	3	15	6+	9+	6+
May carry an addition 4 grotz units above the transport special						
Weapons	Rng	AV	Special			
D6+3x Gun Turrets	15	P(8+)/A(8+)	Anti-air			
Tankbusta Rokkits	30	A(6+)	Arc(0, Prow)			

Unit Name	Type	Hits	S	D	M	A
Battlekroozzer Specials: <i>Slow and Steady</i> , Transport(10)	Aerial	n/a	n/a	n/a	n/a	n/a
May carry an addition 4 grotz units above the transport special						
Weapons	Rng	AV	Special			
Orbital Bombardment	n/a	D6+3 BV	DC(1)			

Unit Name	Type	Hits	S	D	M	A
Kill Kroozzer	Aerial	n/a	n/a	n/a	n/a	n/a
Weapons	Rng	AV	Special			
Orbital Bombardment	n/a	D6+1 BV	DC(1)			

#### Designer Notes

This list directly ports the Ghazgkull list from the 2014 Compendium. Ork Air formations are exceptionally problematic to represent in the EW rules. Therefore Fighta-bombers have restricted fire arcs matching the Landa and the list restricts them to 2 flights per formation taken, no upgrades. They are viewed as cheap enough to cover the air already.