

BAD MOONZ



Clan Orders

Due to a genetic variance, Bad Moon orks grow more teeth quickly, which is used as ork currency. This affords them to acquire bigger and better weapons. Having such weapons means they prefer to stand still and fire their mighty blasters. Orks on this clan order will not move during the movement phase and fire at the closest enemy target within range in the first fire firing phase. If there are no targets within range, they will move their base move (advance order rate) during the movement phase towards the closest enemy formation and fire in the advanced firing phase.

Clan Traits




- Having more “teef” than other orks they can afford weapons of higher reliability. Shoota boyz formations can re-roll all 1’s when on first fire orders (second result stands).
- Transport cards attached to command sections cost 50 points less than the card face value.




BADMOONZ DAKKA WARBAND

















The Warband consists of one command mob of 1 Warboss stand and 2 Nobz stands, one Shoota Boyz mob of 1 Nobz stand and 15 Shoota Boyz stands, one 'Eavy Boyz mob of 1 Nobz stand and 10 'Eavy Boyz stands

Command Mob










Mob

600 Point Value

Mob



BADMOONZ DAKKA WARBAND

Break Point 12: The Warband is broken if it has lost 12 stands. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss	10	3+	4/-3	Kustom Kombi Shoota [A]	25	4	-2	[HQ2],[R]
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Shoota Boyz	10	9+	1/0	Shootas [A]	20	2	0	
'Eavy boyz	10	9+	1/0	Big shootas [A]	35	4	-1	

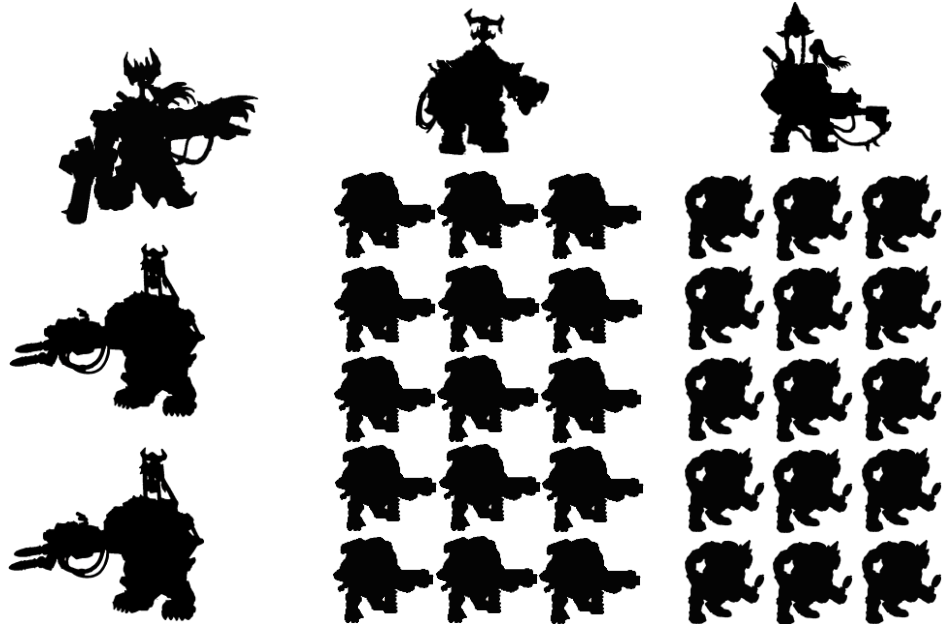


6 Victory Points

Your opponent gains 3 VPs when this Company is broken

BADMOONZ BOYZ WARBAND

The Warband consists of one command mob of 1 Warboss stand and 2 Mega Nobz stands, one Shoota 'Ard Boyz mob of 1 Mega Nobz stand and 15 Shoota 'Ard Boyz stands, one Shoota Boyz mob of 1 Nobz stand and 15 Shoota Boyz stands



600 Point Value



BADMOONZ BOYZ WARBAND

Break Point 14: The Warband is broken if it has lost 14 stands. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss	10	3+	4/-3	Kustom Kombi Shoota [A]	25	4	-2	[HQ2],[R]
Mega Nobz	10	3+	3/-3	Kombi Shoota [A]	20	3	-2	[HQ1],[R]
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Shoota Boyz	10	9+	1/0	Shootas [A]	20	2	0	
Shoota 'ard Boyz	10	7+	1/0	Shootas [A]	20	2	0	



6 Victory Points

Your opponent gains 3 VPs when this Company is broken

DEFF DREAD WARBAND

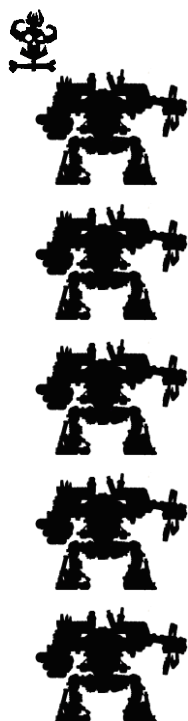
The Warband consists of one command mob of 1 Big Mek and 1 Gork/Morkanaut and Three Mobs of 5 Mega Dreads

Command
Mob

Mob

Mob

Mob



1200 Point Value



DEFF DREAD WARBAND

Break Point 7: The Warband is broken if it has lost 7 models. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Mek	10	7+	3/-1	Kustom Shoota	25	3	-2	[HQ2],[MK]
Gorkanaut	15	2+	4/-4	Rokkits [A]	25	2	-2	[DR2],[TR1], Special
				Deffstorm Mega Shoota	20/35	5	-1	
				Scorchas {FW}	10	2	-1	
				Anti-personnel	25	2	-1	
Morkanaut	15	2+	4/-4	Rokkits [A]	25	2	-2	[DR2],[TR1], Special
				Kustom Mega Kannon	20/35	B0	-2	
				Mega Blaster [A]	25	2	-2	
				Anti-personnel	25	2	-1	
Mega Dread Nob	As Mega Dread Below							[HQ1]
Mega Dread Shoota	15	2+	3/-2	Killkannon [Dmg+1]	20/35	B2	-2	
				Anti-personnel	25	6	-1	
Mega Dread Burna	15	2+	4/-3	2x Rokkits [A]	25	2	-2	
				2 Scorchas {FW}	10	4	-1	
				Anti-personnel	25	2	-1	

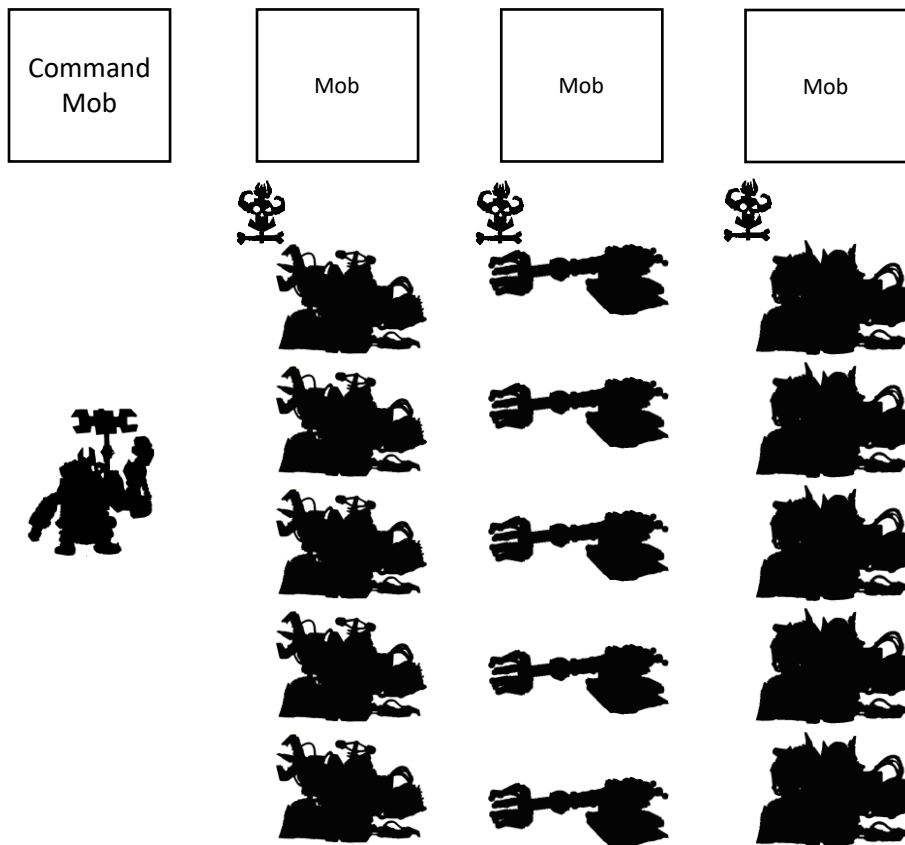


12 Victory Points

Your opponent gains 6 VPs when this Company is broken

BAD MOONZ THUNDA WARBAND

The Warband consists of one command mob of 1 Big Mek stand and Three Mobs of 5 Mek Gunz All Types



450 Point Value

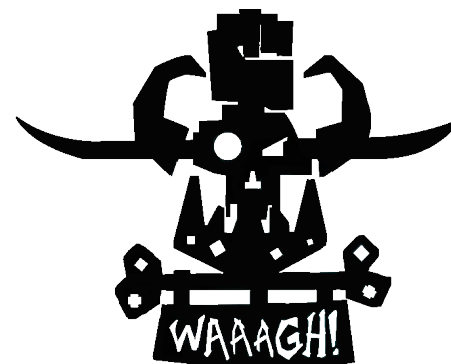


BAD MOONZ THUNDA WARBAND

Break Point 6: The Warband is broken if it has lost 6 models. Once the Warband is broken each Mob must take a Morale check.

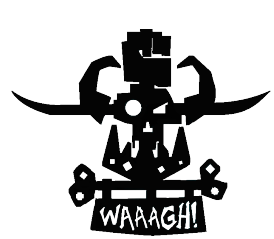
Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Mek	10	7+	3/-1	Kustom Shoota	25	3	-2	[HQ2],[MK]
Big Gunz Nobz	As Big Gunz Type below							[HQ1]
Mek gunz Type 1	5	5+	1/0	Tracktor Kannon	20/35	1	-2	Special
Mek gunz Type 2	5	5+	1/0	Anti-personnel	25	2	-1	Special
				Lifta Kannon	25/50	B2	-2	
Mek gunz Type 3	5	5+	1/0	Anti-personnel	25	2	-1	Special
				Bubblechukka	20/35	4	0	



5 Victory Points

Your opponent gains 3 VPs when this Company is broken



BLOOD AXES



Clan Orders

Having adopted Imperial methods of tactics and strategy, they can always issue standard orders to their formation and do not have a default clan behavior like other clans. However due to this “un-orky” behavior, they ONLY receive morale related bonuses or penalties from the Waargh Roll table.

Clan Traits


- They can use looted Chimeras and Leman Russ Tanks.




BLOOD AXE KOMMANDO
WARBAND

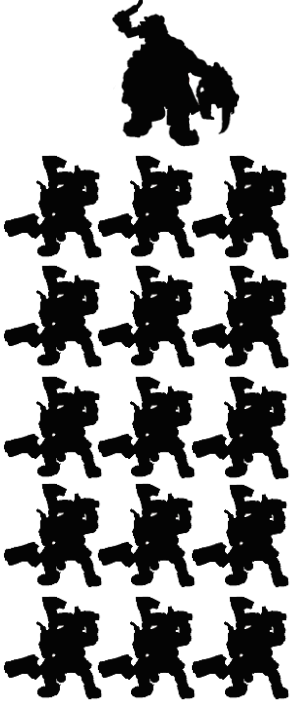
The Warband consists of one command mob of 1 Warboss stand and 2 Nobz stands, Two Kommando mobs of 1 Nobz stand and 15 Kommando stands

Command Mob



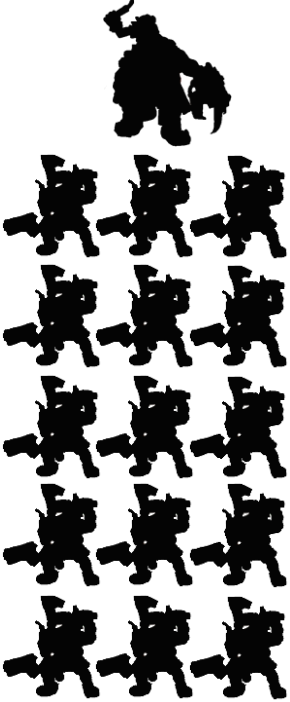



Mob



800 Point Value

Mob





BLOOD AXE KOMMANDO
WARBAND

Break Point 14: The Warband is broken if it has lost 14 stands. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss	10	3+	4/-3	Kustom Kombi Shoota [A]	25	4	-2	[HQ2],[R]
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Kommandos	10	9+	2/0	Shootas [A]	20	1	0	[IF],[SH],[AG]




8 Victory Points


Your opponent gains 4 VPs when this Company is broken

BLOOD AXE STORMBOYZ WARBAND


The Warband consists of one command mob of 1 Warboss stand and 2 Nobz stands, Two Stormboyz mobs of 1 Nobz stand and 15 Stormboyz stands

Command Mob







Mob



600 Point Value

Mob





BLOOD AXE STORMBOYZ WARBAND

Break Point 14: The Warband is broken if it has lost 14 stands. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss	10	3+	4/-3	Kustom Kombi Shoota [A]	25	4	-2	[HQ2],[R]
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Stormboyz	15[J]	9+	2/-1	CC Weapons	-	-	-	Special



6 Victory Points

Your opponent gains 3 VPs when this Company is broken

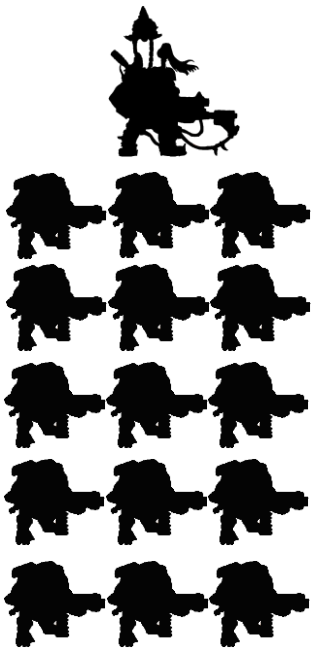
BLOOD AXE BOYZ WARBAND

The Warband consists of one command mob of 1 Warboss stand and 2 Nobz stands, one 'Ard Shoota Boyz mob of 1 Nobz stand and 15 'Ard Shoota Boyz stands, one Choppa Boyz mob of 1 Nobz stand and 15 Choppa Boyz stands

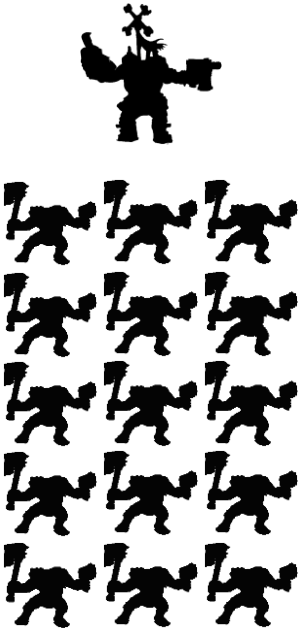
Command Mob



Mob



Mob



550 Point Value



BLOOD AXE BOYZ WARBAND

Break Point 14: The Warband is broken if it has lost 14 stands. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss	10	3+	4/-3	Kustom Kombi Shoota [A]	25	4	-2	[HQ2],[R]
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Shoota 'ard Boyz	10	7+	1/0	Shootas [A]	20	2	0	
Choppa Boyz	10	9+	2/-1	Choppas	-	-	-	



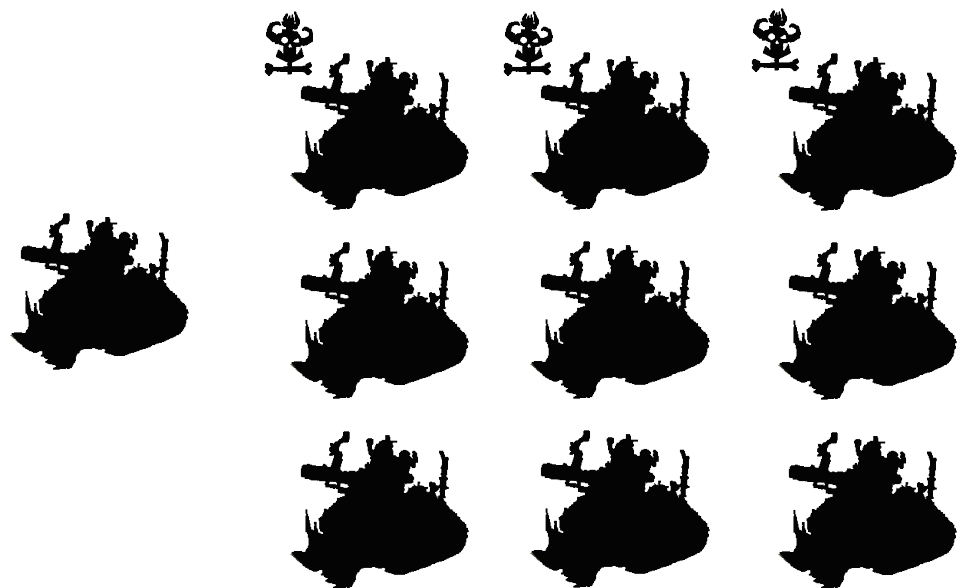
6 Victory Points

Your opponent gains 3 VPs when this Company is broken

BLOOD AXE LOOTED LEMAN RUSS WARBAND

The Warband consists of one command mob of 1 Looted Leman Russ Tank and Three Mobs of 3 Looted Leman Russ Tanks

Command Mob	Mob	Mob	Mob
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650 Point Value



BLOOD AXE LOOTED LEMAN RUSS WARBAND

Break Point 4: The Warband is broken if it has lost 4 models. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Looted Leman Russ Warboss	As Looted Leman Russ below							[HQ2]
Looted Leman Russ Nobz	As Looted Leman Russ below							[HQ1]
Looted Leman Russ	20cm	2+	2/-1	Battlecannon	35/70	B1	-2	Special
				Big Zappa	25/50	1	-2	
				Anti-personnel	25	4	-1	



7 Victory Points

Your opponent gains 4 VPs when this Company is broken

BLOOD AXE LOOTED LEMAN RUSS MOB

The Mob consists of 1 Looted Leman Russ Tank Nobz and 2 Looted Leman Russ Tanks



200 Point Value



BLOOD AXE LOOTED LEMAN RUSS MOB

Break Point 1: The Mob is broken if it has lost 1 stands. Once the Mob is broken it must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Looted Leman Russ Nobz	As Light Battlewagon Below							[HQ1]
Looted Leman Russ	20cm	2+	2/-1	Battlecannon	35/70	B1	-2	Special
				Big Zzappa	25/50	1	-2	
				Anti-personnel	25	4	-1	



Victory Points 2 VP


Your opponent gains 1 VPs when this Mob is broken

BLOOD AXE WARTRAKK WARBAND









The Warband consists of one command mob of 1 Wartrakk and 1 Mek Gunz (any type) and 2 Wartrakk with Artillery mobs of 1 Wartrakk Nobz, 4 Wartrakks and 5 Mek Gunz (any type)

Command Mob














Mob



550 Point Value

Mob





BLOOD AXE WARTRAKK WARBAND

Break Point 9: The Warband is broken if it has lost 9 stands. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Wartrakk Warboss	As Wartrakks below							[HQ2]
Wartrakk Nobz	As Wartrakks below							[HQ1]
Wartrakk	25	6+	1/-1	Anti-personnel	25	2	-1	Special
Gunz Type 1	5	5+	1/0	Lobba [M]	25/50	B2	-1	Special
Gunz Type 2	5	5+	1/0	Kannon	20/35	B0	-2	Special
				Anti-personnel	25	2	-1	
Gunz Type 3	5	5+	1/0	Zzappa gun	20/35	1	-2	Special



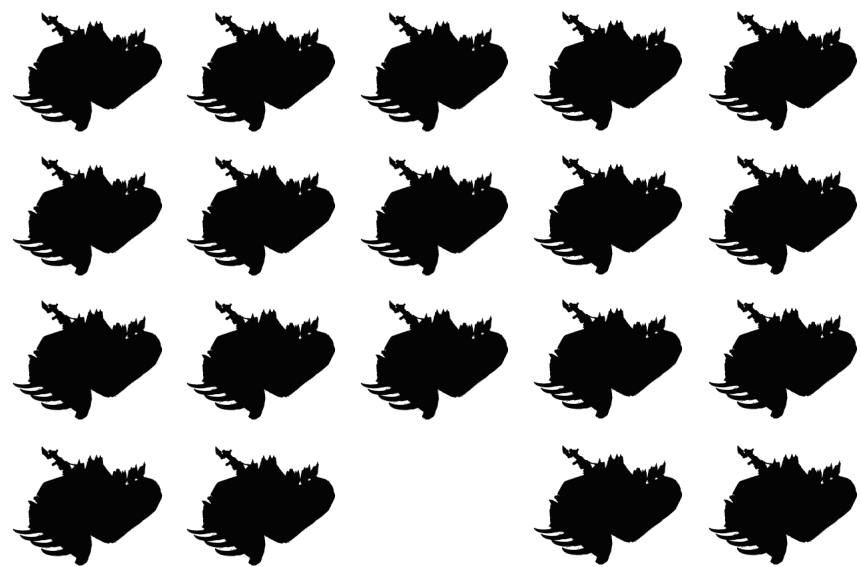
6 Victory Points

Your opponent gains 3 VPs when this Company is broken

TRANSPORT POOL

LOOTED CHIMERA TRANSPORT
MOB

ONE INFANTRY WARBAND
Nineteen Looted Chimeras



800 Point Value



LOOTED CHIMERA TRANSPORT
MOB

Break Point +8: The adds +8 to the break point of the formation it is added to.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Looted Chimera	25	4+	2/-1	Zzap gun	20/35	1	-2	[TR2], Special
				Anti-personnel	25	4	-1	



+8 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

LOOTED CHIMERA TRANSPORT
MOB

ONE INFANTRY MOB
Eight Looted Chimeras



350 Point Value



LOOTED CHIMERA TRANSPORT
MOB

Break Point +3: The adds +3 to the break point of the formation it is added to.

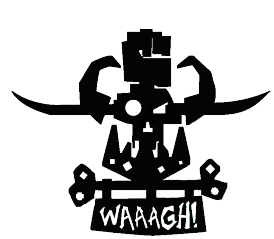
Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Looted Chimera	25	4+	2/-1	Zzap gun	20/35	1	-2	[TR2], Special
				Anti-personnel	25	4	-1	



+4 Victory Points

Your opponent gains +2VP when attached formation is broken



DEATHSKULLS



Clan Orders

Well known looters and scavengers of the battlefields, at time it seems they are more interested in finding prized wreckage than executing the Warlords' plans. When on clan orders the formation will move its base rate (advance move rate) towards the closest objective or destroyed Superheavy/knight or Titan classed element that has been destroyed. They can fire in the advance firing phase. Once the formation is within claiming distance of an objective or destroyed knight/titan it remains stationary (no move) and may fire in the first fire phase.

Clan Traits

- Infantry elements transported in scrap trukks can treat destroyed super heavy, knights and titans as a secondary objective that earns +1VP per turn in the ork players' control.



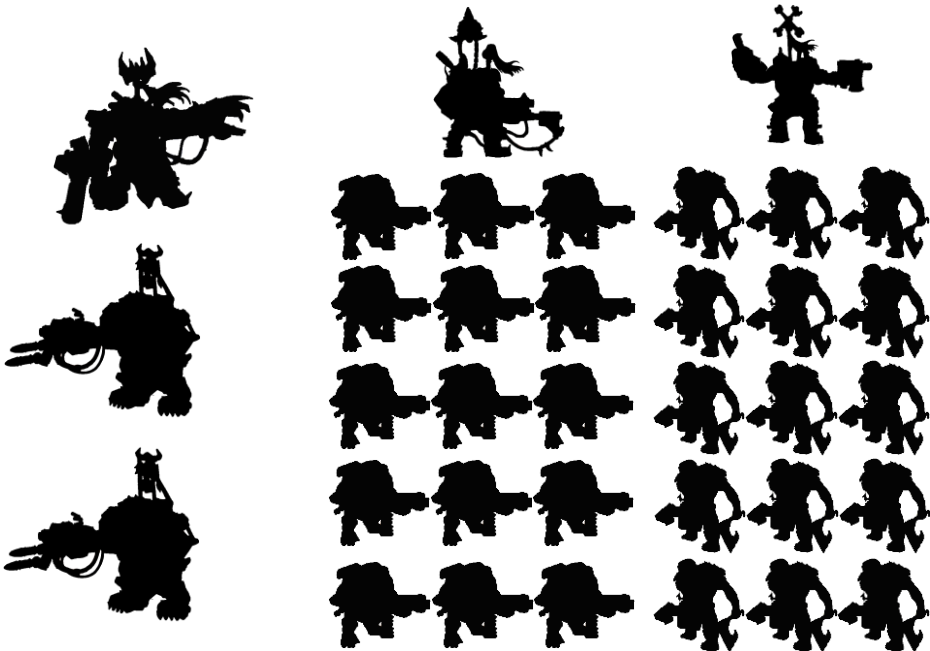
DEATHSKULL BOYZ WARBAND

The Warband consists of one command mob of 1 Warboss stand and 2 Mega Nobz stands, one 'Ard Shoota Boyz mob of 1 Nobz stand and 15 'Ard Shoota Boyz stands, one 'Ard Choppa Boyz mob of 1 Nobz stand and 15 'Ard Choppa Boyz stands

Command Mob

Mob

Mob



600 Point Value



DEATHSKULL BOYZ WARBAND

Break Point 14: The Warband is broken if it has lost 14 stands. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss	10	3+	4/-3	Kustom Kombi Shoota [A]	25	4	-2	[HQ2],[R]
Mega Nobz	10	3+	3/-3	Kombi Shoota [A]	20	3	-2	[HQ1],[R]
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Shoota 'ard Boyz	10	7+	1/0	Shootas [A]	20	2	0	
Choppa 'ard Boyz	10	7+	2/-1	Choppas				



6 Victory Points

Your opponent gains 3 VPs when this Company is broken

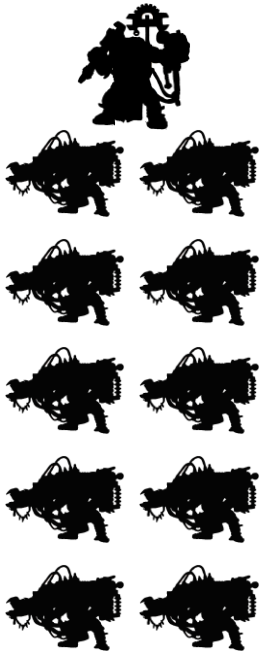
DEATHSKULL LOOTA KREW WARBAND

The Warband consists of one command mob of 1 Big Mek stand and 5 Burna Boyz stands, Two Loota Mobs of 1 Mek stand and 10 Lootas stands

Command
Mob



Mob



Mob



700 Point Value



DEATHSKULL LOOTA KREW WARBAND

Break Point 11: The Warband is broken if it has lost 11 stands. Once the Warband is broken each Mob must take a Morale check.

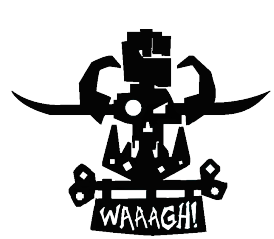
Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Mek	10	7+	3/-1	Kustom Shoota	25	3	-2	[HQ2],[MK]
Mek	10	9+	2/-1	Rokkits	25	1	-2	[HQ1],[MK]
Burna boyz	10	9+	2/-1	Burna [FW]	10	2	0	
Lootas	10	9+	1/0	Deffguns	25/50	3	-2	

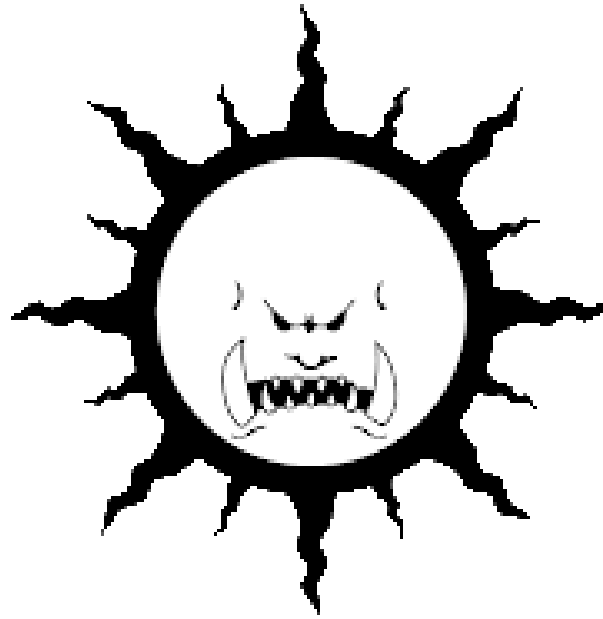


7 Victory Points

Your opponent gains 4 VPs when this Company is broken



EVIL SUNZ



Clan Orders

Favoring direct high-speed attacks, this clan prefers mobile warfare to take them in a hurry to confront the enemy. When on clan orders the formation must move between its base rate (advance rate) and its charge move rate (the least it could move is its base move rate). The player determines the direction of the move. May fight close combat normally and fire in the charge fire phase. This Clan Order also applies to Renegade Mekboyz.

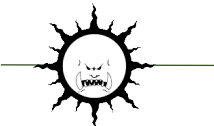
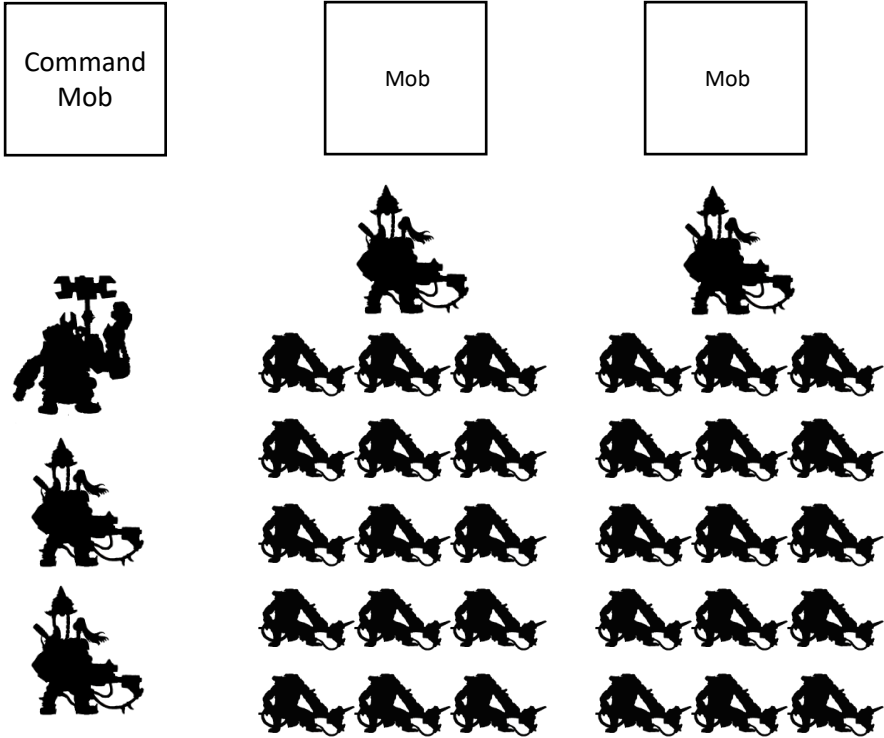
Clan Traits

- Infantry elements receive a penalty of -1 to morale checks unless they have attached transport where the base move of the transport is at least 15cms. Light Battlewagon transport formations cost 50 points less than the cards face value.
- Evil Sunz vehicles gain a bonus of +1 attack dice on their anti-personnel weapon.
- Evil Sunz may not use Skarboy formations.



EVIL SUNZ BURNA WARBAND

The Warband consists of one command mob of 1 Big Mek stand and 2 Nobz stands,
Two Burna Mobs of 1 Nobz stand and 15 Burna Boyz stands



600 Point Value



EVIL SUNZ BURNA WARBAND

Break Point 14: The Warband is broken if it has lost 14 stands. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Mek	10	7+	3/-1	Kustom Shoota	25	3	-2	[HQ2],[MK]
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Burna boyz	10	9+	2/-1	Burna [FW]	10	2	0	

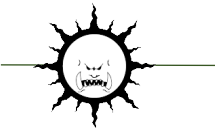
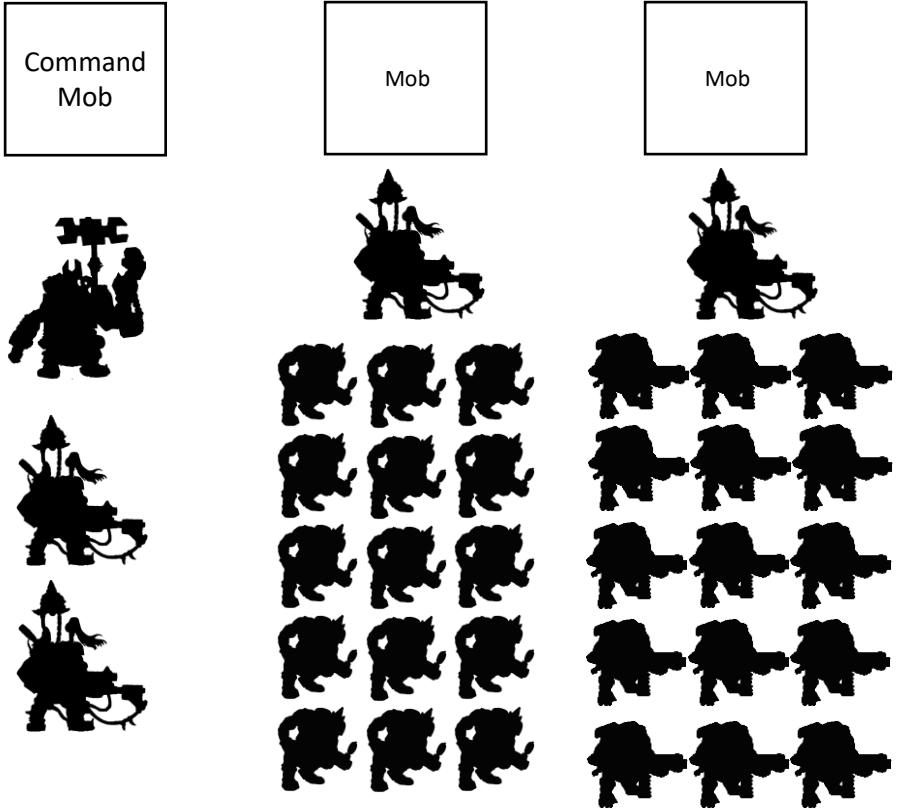


6 Victory Points

Your opponent gains 3 VPs when this Company is broken

EVIL SUNZ BOYZ WARBAND

The Warband consists of one command mob of 1 Big Mek stand and 2 Nobz stands, One Shoota Boyz mob of 1 Nobz stand and 15 Shoota Boyz stands and One 'Ard Shoota Boyz mob of 1 Nobz stand and 15 'Ard Shoota Boyz stands



500 Point Value

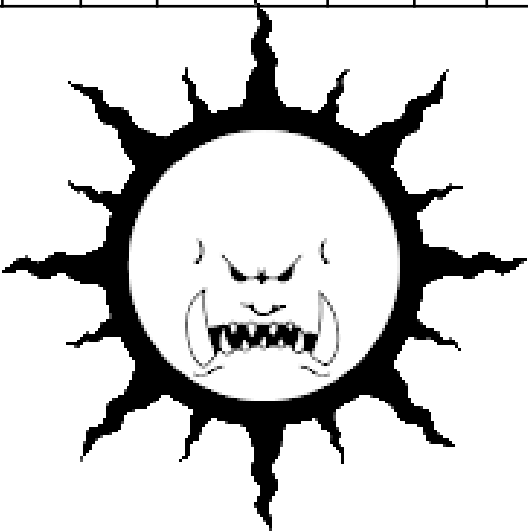


EVIL SUNZ BOYZ WARBAND

Break Point 14: The Warband is broken if it has lost 14 stands. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Mek	10	7+	3/-1	Kustom Shoota	25	3	-2	[HQ2],[MK]
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Shoota Boyz	10	9+	1/0	Shootas [A]	20	2	0	
Shoota 'ard Boyz	10	7+	1/0	Shootas [A]	20	2	0	



5 Victory Points

Your opponent gains 3 VPs when this Company is broken

EVIL SUNZ BOWEL BURNA WARBAND

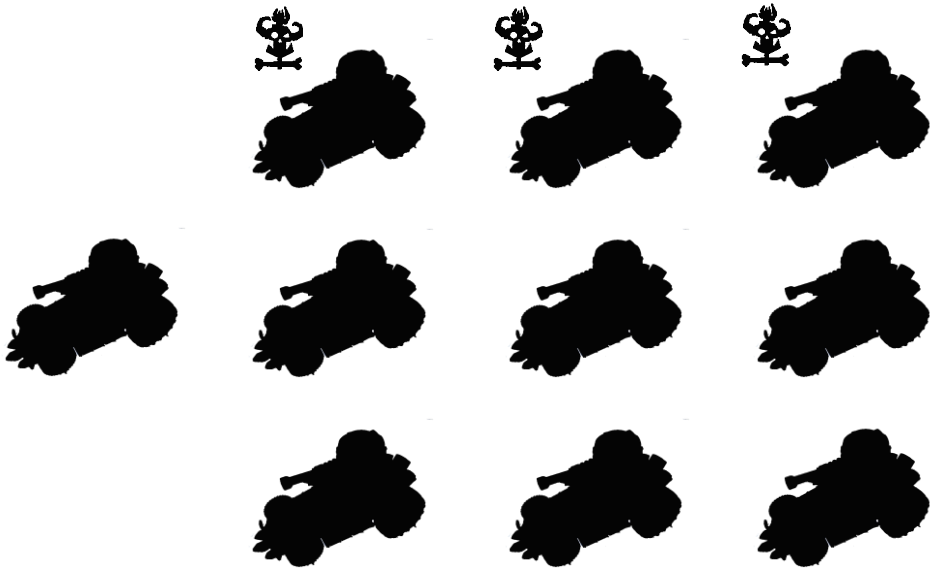
The Warband consists of one command mob of 1 Bowel Burna command and Three Mobs of 3 Bowelburnas

Command
Mob

Mob

Mob

Mob



550 Point Value

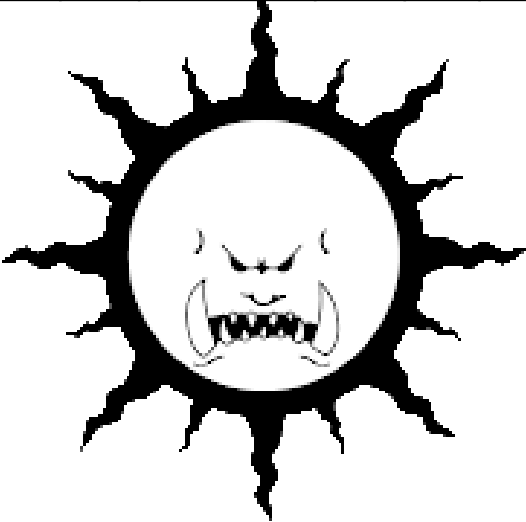


EVIL SUNZ BOWEL BURNA WARBAND

Break Point 4: The Warband is broken if it has lost 4 models. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Bowel Burna Warboss	As Bowel Burna below							[HQ2]
Bowel Burna Nobz	As Bowel Burna below							[HQ1]
Bowel-burna	30	4+	2/-1	Supa Scorcha [FW]	25cm	3	-1	
				Anti-personnel	25cm	2	-1	

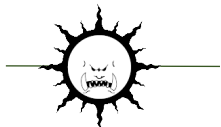
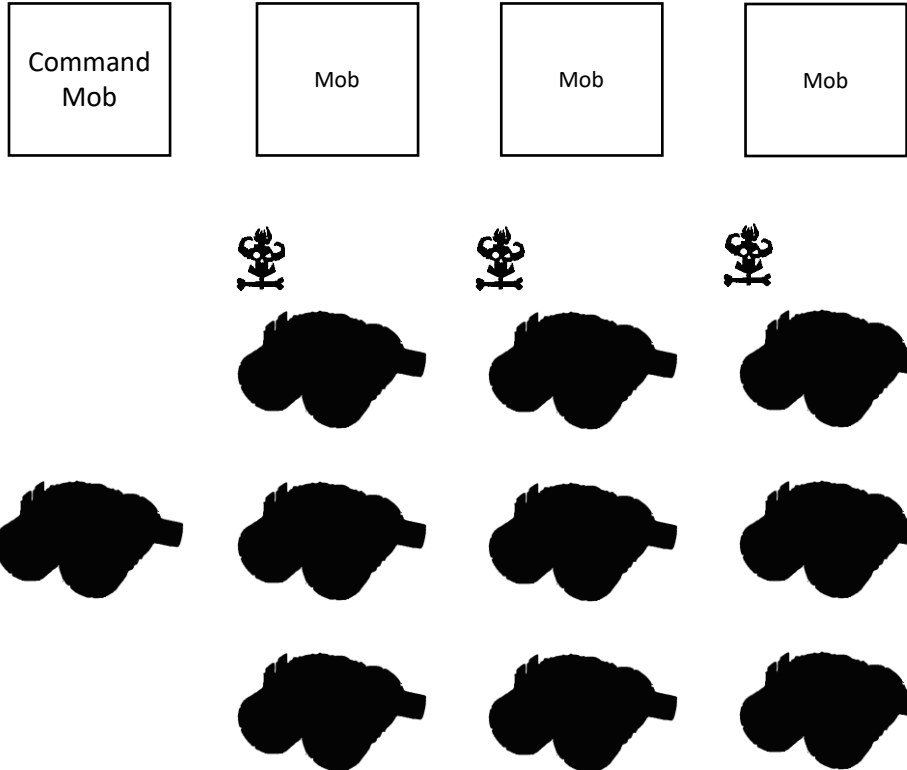


6 Victory Points

Your opponent gains 3 VPs when this Company is broken

EVIL SUNZ GOBSMASHA WARBAND

The Warband consists of one command mob of 1 Gobsmasha command and Three Mobs of 3 Gobsmashas



450 Point Value

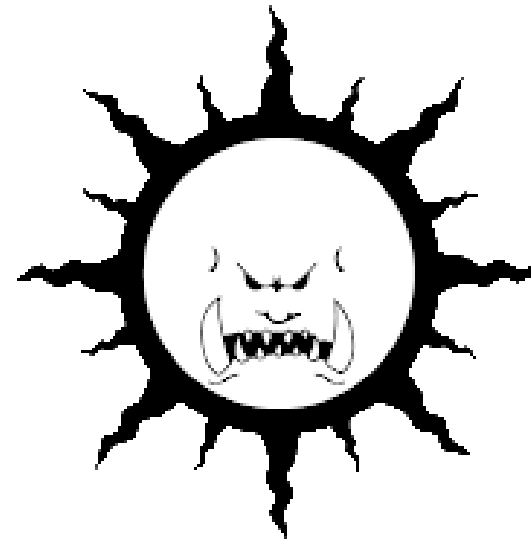


EVIL SUNZ GOBSMASHA WARBAND

Break Point 4: The Warband is broken if it has lost 4 models. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gobsmasha Warboss	As Gobsmasha below							[HQ2]
Gobsmasha Nobz	As Gobsmasha below							[HQ1]
Gobsmasha	25	3+	2/-1	Killkannon [Dmg+1]	20/35	B2	-2	
				Anti-personnel	25	2	-1	



5 Victory Points

Your opponent gains 3 VPs when this Company is broken

EVIL SUNZ SPLEENRIPPA WARBAND

The Warband consists of one command mob of 1 Spleenrippa command and Three Mobs of 3 Spleenrippas

Command Mob

Mob

Mob

Mob



450 Point Value

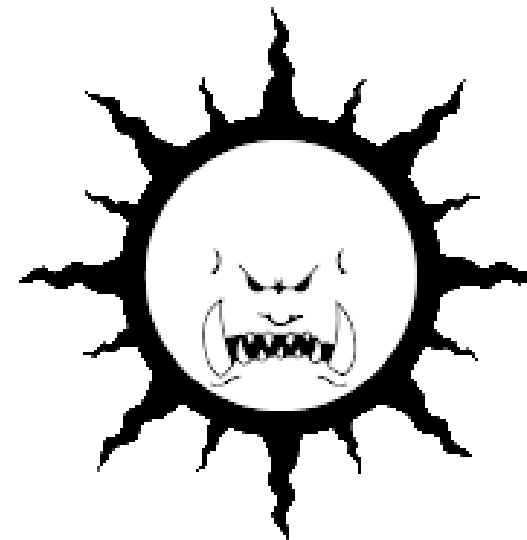


EVIL SUNZ SPLEENRIPPA WARBAND

Break Point 4: The Warband is broken if it has lost 4 models. Once the Warband is broken each Mob must take a Morale check.

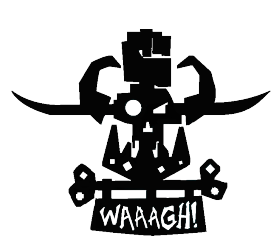
Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Spleenrippa Warboss	As Spleenrippa below							[HQ2]
Spleenrippa Nobz	As Spleenrippa below							[HQ1]
Spleenrippa	30	4+	2/-1	Supa kannon	30/60	B1	-3	
				Anti-personnel	25	2	-1	



5 Victory Points

Your opponent gains 3 VPs when this Company is broken



GOFFS



Clan Orders

The toughest, most aggressive of the clans, they favor close quarter combat. Their desire for close combat is paramount and will seek any method to close and engage the enemy face to face. When on Clan orders the formation will move towards the closest enemy at their charge move rate and may fire in the charge firing phase. If the enemy is in range to engage in close combat, the formation on clan orders must do so. They can re-roll failed morale tests when engaged in close combat (morale test after losing close combat outcome for example).

Clan Traits

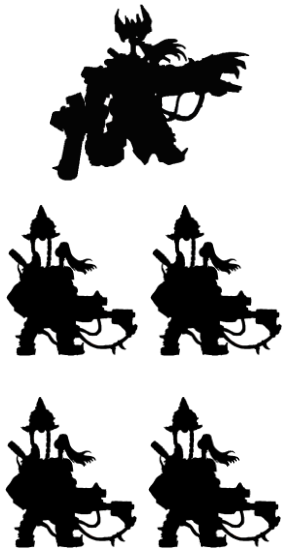
- Goff infantry formations on charge orders gain a +1 bonus to hit in close combat.
- Due to their dislike of lightly armored vehicles any attached transports must possess an armor value [AV] of 4+ or better.



GOFF BOYZ WARBAND

The Warband consists of one command mob of 1 Warboss stand and 4 Nobz stands, one Shoota Boyz mob of 1 Nobz stand and 15 Shoota Boyz stands, one 'Ard Choppa Boyz mob of 1 Nobz stand and 15 'Ard Choppa Boyz stands

Command Mob

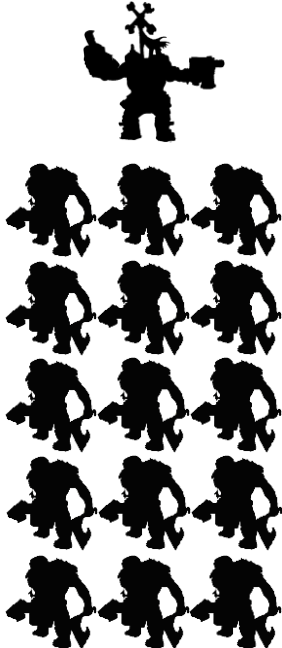


Mob



600 Point Value

Mob



GOFF BOYZ WARBAND

Break Point 15: The Warband is broken if it has lost 15 stands. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss	10	3+	4/-3	Kustom Kombi Shoota [A]	25	4	-2	[HQ2],[R]
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Shoota Boyz	10	9+	1/0	Shootas [A]	20	2	0	
Choppa 'ard Boyz	10	7+	2/-1	Choppas				

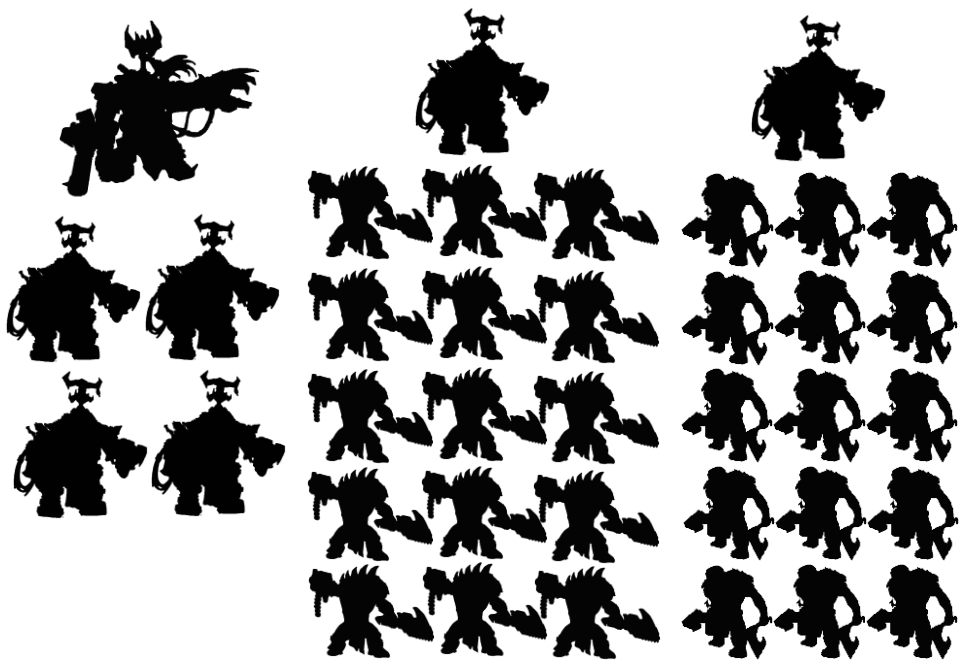


6 Victory Points

Your opponent gains 3 VPs when this Company is broken

GOFF 'ARD BOYZ WARBAND

The Warband consists of one command mob of 1 Warboss stand and 4 Mega Nobz stands, one Skar Boyz mob of 1 Mega Nobz stand and 15 Skarboyz stands, one 'Ard Choppa Boyz mob of 1 Mega Nobz stand and 15 'Ard Choppa Boyz stands



750 Point Value



GOFF 'ARD BOYZ WARBAND

Break Point 15: The Warband is broken if it has lost 15 stands. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss	10	3+	4/-3	Kustom Kombi Shoota [A]	25	4	-2	[HQ2],[R]
Mega Nobz	10	3+	3/-3	Kombi Shoota [A]	20	3	-2	[HQ1],[R]
Shoota Boyz	10	9+	1/0	Shootas [A]	20	2	0	
Choppa 'ard Boyz	10	7+	2/-1	Choppas				



8 Victory Points

Your opponent gains 4 VPs when this Company is broken

GOFF LUNGBURSTA WARBAND

The Warband consists of one command mob of 1 Lungbursta command and Three Mobs of 3 Lungburstas

Command Mob

Mob

Mob

Mob



450 Point Value



GOFF LUNGBURSTA WARBAND

Break Point 4: The Warband is broken if it has lost 4 models. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Lungbursta Warboss	As Lungbursta below							[HQ2]
Lungbursta Nobz	As Lungbursta below							[HQ1]
Lungbursta	20	3+	2/-1	Supa Kannon	30/60	B1	-3	
				Anti-personnel	25	2	-1	

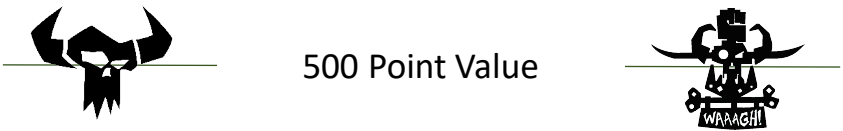
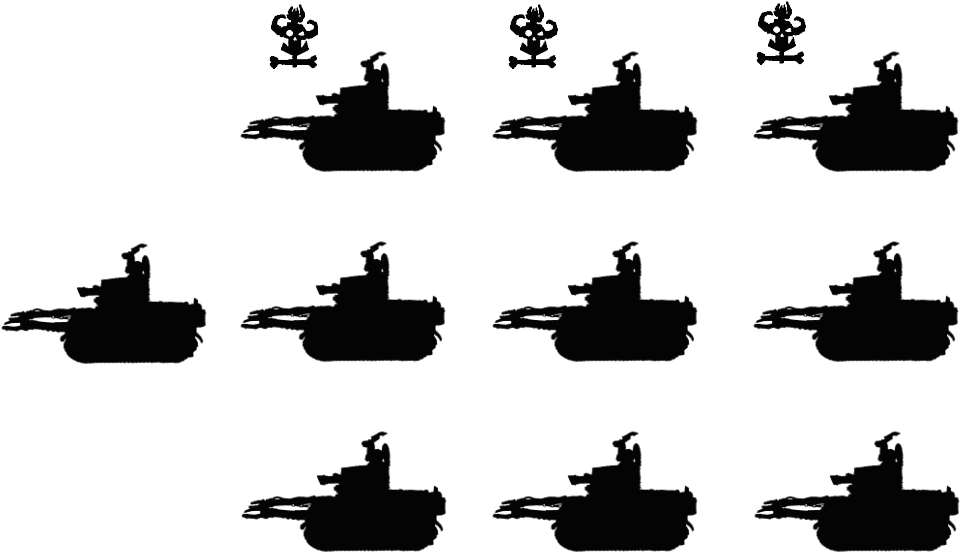
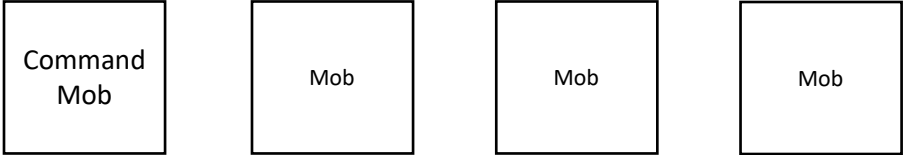


5 Victory Points

Your opponent gains 3 VPs when this Company is broken

GOFF GUTRIPPA WARBAND

The Warband consists of one command mob of 1 Gutrippa command and Three Mobs of 3 Gutrippas



GOFF GUTRIPPA WARBAND

Break Point 4: The Warband is broken if it has lost 4 models. Once the Warband is broken each Mob must take a Morale check.

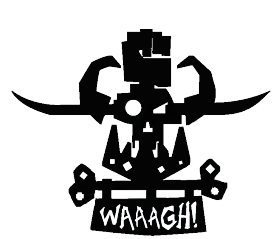
Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gutrippa Warboss	As Gutrippa below							[HQ2]
Gutrippa Nobz	As Gutrippa below							[HQ1]
Gutrippa	20	3+	3/-2	Killkannon [Dmg+1]	20/35	1B2	-2	Special
				Anti-personnel	25	2	-1	



5 Victory Points

Your opponent gains 3 VPs when this Company is broken



SNAKEBITES



Clan Orders

Noted traditionalists, they seem to shun more advanced technology in favor of archaic, but effective methods of dealing punishment to their foes. When on clan orders the formation must move at their charge rate towards the nearest enemy formation composed of infantry elements (pinning class 1 [1]) and engage in close combat. If such a target is not within range they will move towards an enemy formation according to pinning class (if no [1] available, then pinning class [2], etc.).

Clan Traits


- May only use trukks and Squiggoths as transport options. Squiggoth formations cost 50 points less than the cards face value.
- Mega-Squiggoths confer a +1-morale bonus to all snakebite formations within 25cms.




Snakebite Boyz Warband


The Warband consists of one command mob of 1 Warboss stand and 2 Snakebite Nobz stands and Two Snakebite Boyz mobs of 1 Snakebite Nobz stand and 15 Snakebite Boyz stands

Command Mob



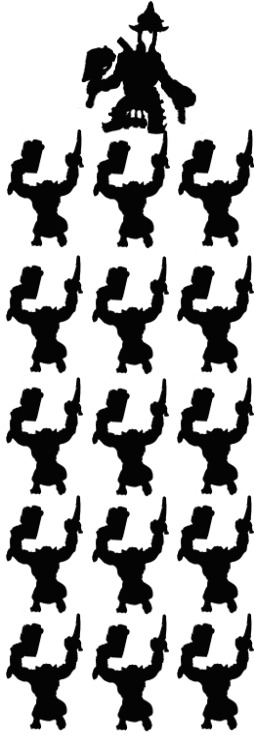



Mob



550 Point Value

Mob





Snakebite Boyz Warband

Break Point 14: The Warband is broken if it has lost 14 stands. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss	10	3+	4/-3	Kustom Kombi Shoota [A]	25	4	-2	[HQ2],[R]
Snakebites Nobz	10	6+	3/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Snakebites	10	9[10]+	2/0	Shootas [A]	20	2	0	

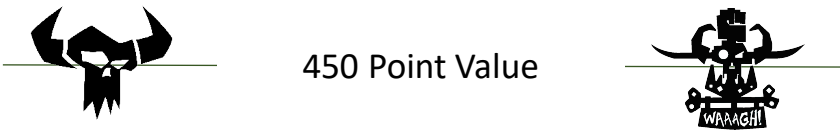
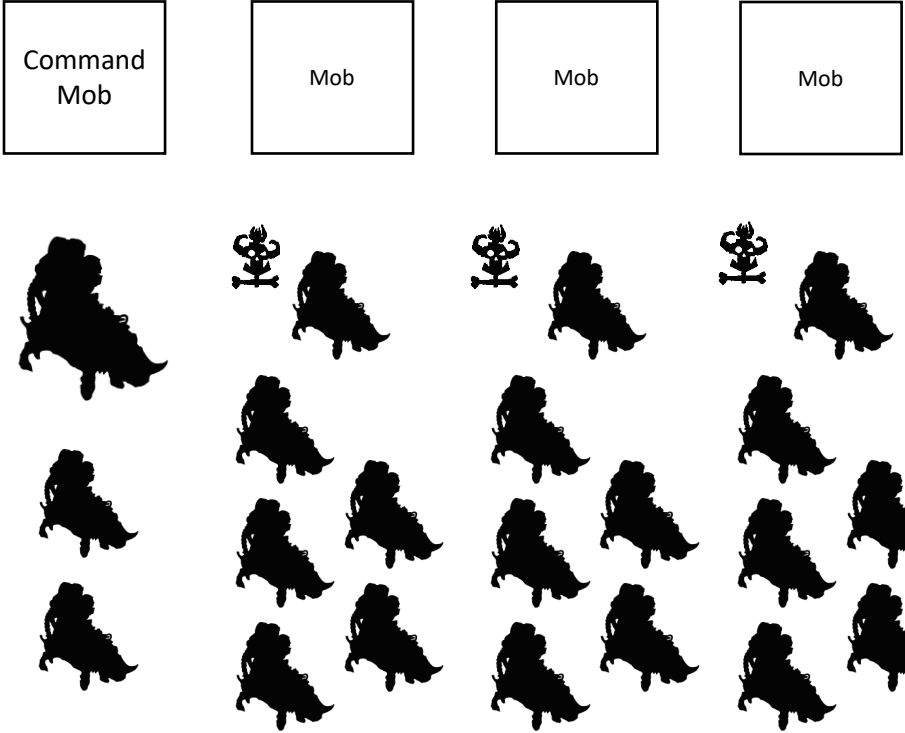


6 Victory Points

Your opponent gains 3 VPs when this Company is broken

Snakebite Boarboyz Warband

The Warband consists of one command mob of 1 Warboss stand and 2 Snakebite Boarboyz Nobz and Three Mobs of 1 Snakebite Boarboyz Nobz and 5 Boarboyz stands



Snakebite Boarboyz Warband

Break Point 8: The Warband is broken if it has lost 8 models. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Boarboyz Warboss	As Boarboyz below							[HQ2]
Boarboyz Nobz	As Boarboyz Below							[HQ1]
Boarboyz	20	7+	2/-2	CC Weapons	-	-	-	






5 Victory Points


Your opponent gains 3 VPs when this Company is broken

SNAKEBITE SQUIG SWARM WARBAND








The Warband consists of one command mob of 1 Warboss stand and 2 Snakebite Nobz stands and Squig Swarm mobs of 1 Runtherderz stand and 10 Squig Swarm stands

Command Mob













Mob



400 Point Value

Mob





SNAKEBITE SQUIG SWARM WARBAND

Break Point 14: The Warband is broken if it has lost 14 stands. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss	10	3+	4/-3	Kustom Kombi Shoota [A]	25	4	-2	[HQ2],[R]
Snakebites Nobz	10	6+	3/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Runtherd	10	9+	2/-1	Shoota [A]	20	2	0	[HQ1], Special
Buzzer Squig swarm	15	10+	3/0	CC Weapons [IC]				



4 Victory Points

Your opponent gains 2 VPs when this Company is broken

SNAKEBITE SQUIGGOTH WARBAND

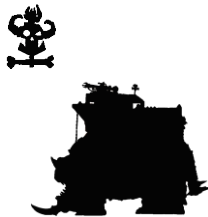
The Warband consists of one command mob of 1 Squiggoth Command and Three Mobs of 3 Squiggoths

Command Mob

Mob

Mob

Mob



550 Point Value



SNAKEBITE SQUIGGOTH WARBAND

Break Point 4: The Warband is broken if it has lost 4 models. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squiggoth Warboss	As Squiggoth below							[HQ2]
Squiggoth Nobz	As Squiggoth Below							[HQ1]
Squiggoth Type 1	15	3+	3/-3	Lobba [M] Anti-personnel	25/50 25	B2 2	-1 -1	[DR2],[TR4], Special
Squiggoth Type 2	15	3+	3/-3	Zzappa Gun Anti-personnel	20/35 25	1 2	-2 -1	[DR2],[TR4], Special
Squiggoth Type 3	15	3+	3/-3	Kannon Anti-personnel	20/35 25	B0 2	-2 -1	[DR2],[TR4], Special



6 Victory Points

Your opponent gains 3 VPs when this Company is broken

Snakebite Mega Squiggoth Warband

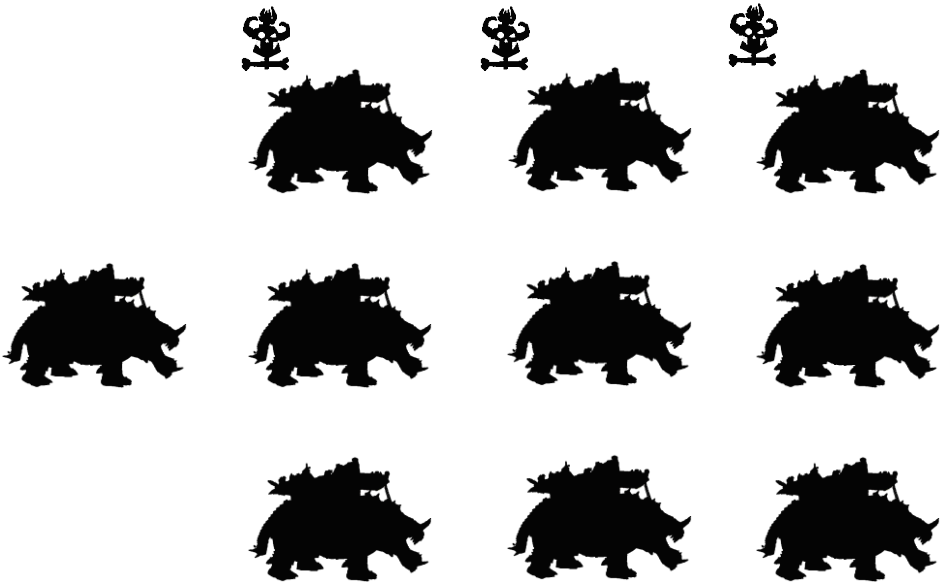
The Warband consists of one command mob of 1 Mega Squiggoth Command and Three Mobs of 3 Mega Squiggoths

Command Mob

Mob

Mob

Mob



1300 Point Value



Snakebite Mega Squiggoth Warband

Break Point 4: The Warband is broken if it has lost 4 models. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Squiggoth Warboss	As Mega Squiggoth below							[HQ2]
Mega Squiggoth Nobz	As Mega Squiggoth Below							[HQ1]
Mega Squiggoth	15	2+	6/-4	Supa Lobbas [M] Anti-personnel	25/50 25	2x83 6	-2 -1	[DR4],[TR8], Special

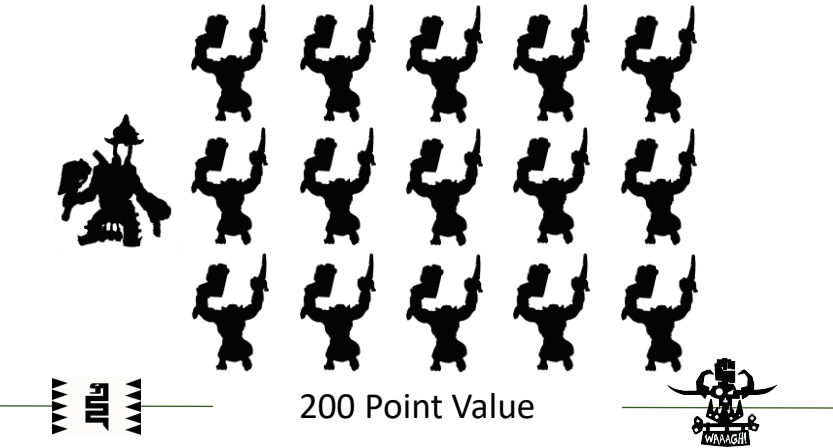


13 Victory Points

Your opponent gains 7 VPs when this Company is broken

SNAKEBITES MOB

The Mob consists of 1 Snakebite Nobz stand and 15 Snakebites stands



SNAKEBITES MOB

Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Mob is broken it must take a Morale check.

Morale Value 7+: have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

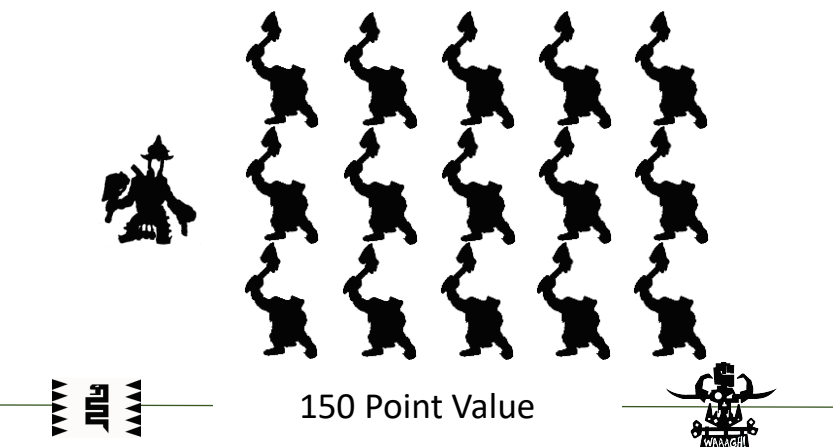
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Snakebites Nobz	10	6+	3/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Snakebites	10	9[10]+	2/0	Shootas [A]	20	2	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

WILDBOYZ MOB

The Mob consists of 1 Snakebite Nobz stand and 15 Wildboyz stands



WILDBOYZ MOB

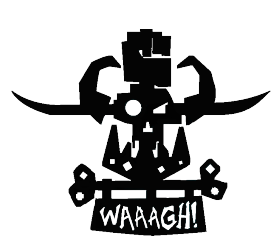
Break Point 6: The Detachment is broken if it has lost 6 stands. Once the Mob is broken it must take a Morale check.

Morale Value 7+: have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Snakebites Nobz	10	6+	3/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Wildboyz	10	10+	2/-1	CC Weapons	-	-	-	[AG]

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken



KULT OF SPEED AND FREEBOOTERZ



Kult of Speed Clan Orders

Obsessed with speed, they will use any method at their disposal to go “fasta”. Speed is the goal, even battlefield priorities take a back seat if greater speed and its intoxicating thrill can be achieved. When on clan orders formations MUST move the full distance of their charge rate in as straight a line as feasible. If any opposing formation is within the path of their move they must engage it in close combat. They may not fire in any phase while on clan orders, however the formation rolls 1d10 and the result as extra movement (squigg fuel injectors). On a roll of “1” the formation must take an immediate dangerous terrain check. On a roll of 9+ the formation gains a +1 bonus to close combat attack rolls.

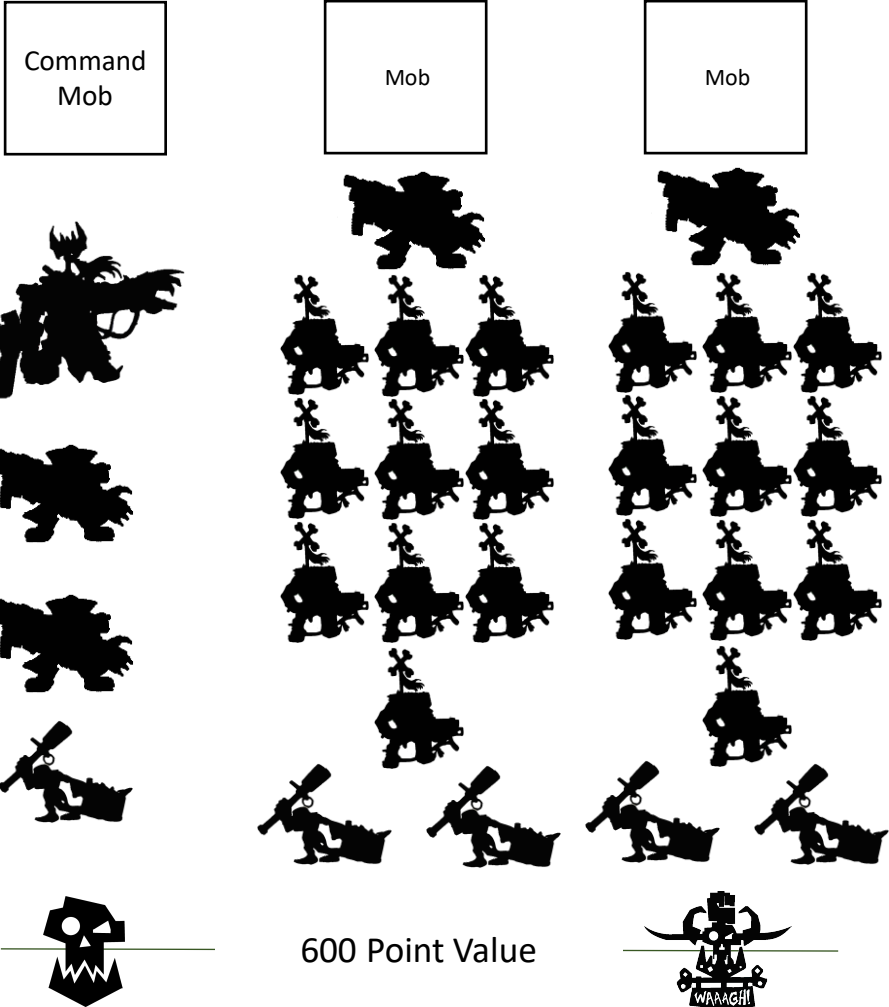
Kult of Speed Clan Traits

- To receive the squig fuel injectors benefit while on clan orders, attached transport must have a base move of 25cms.
- Vehicles on charge orders gain a +1 bonus to hit in close combat.



FREEBOOTERZ PIRATE RAIDER WARBAND

The Warband consists of one command mob of 1 Warboss stand, 2 Freebooterz Nobz stands and 1 ammo runt and Two Freebooterz Raider Mobs of 1 Freebooterz Nobz stand, 10 Freebooterz and 2 Ammo Runt stands

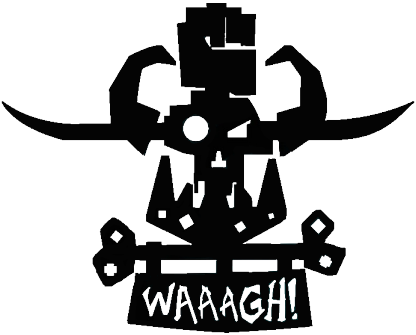


FREEBOOTERZ PIRATE RAIDER WARBAND

Break Point 10: The Warband is broken if it has lost 10 stands. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss	10	3+	4/-3	Kustom Kombi Shoota [A]	25	4	-2	[HQ2],[R]
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Freebooterz	10	9+	1/0	Snazzgunz [A]	25	3	-1	
Ammo runt	10	10+	1/0	Grot Blasta [A]	20	1	0	Special





6 Victory Points

Your opponent gains 3 VPs when this Company is broken


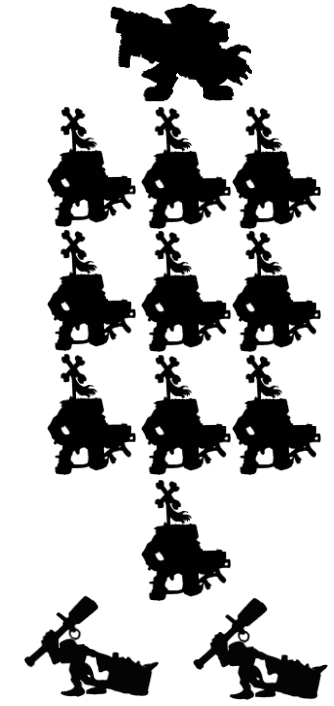
FREEBOOTERZ PIRATE BLITZER WARBAND

The Warband consists of one command mob of 1 Warboss, 2 Freebooterz Nobz and 1 ammo runt stand, one Freebooterz Raider Mobs of 1 Freebooterz Nobz, 10 Freebooterz and 2 Ammo Runt stands and one Stormboy Mob of 1 Stormboy Nobz stand and 15 Stormboyz stands



Command Mob



Mob



Mob

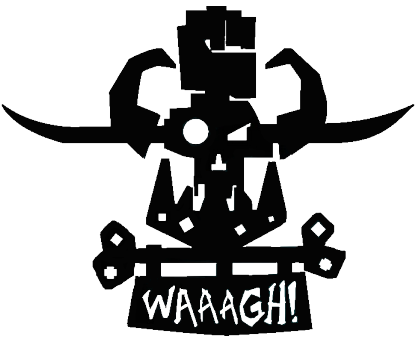


FREEBOOTERZ PIRATE BLITZER WARBAND

Break Point 12: The Warband is broken if it has lost 12 stands. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss	10	3+	4/-3	Kustom Kombi Shoota [A]	25	4	-2	[HQ2],[R]
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Freebooterz	10	9+	1/0	Snazzgunz [A]	25	3	-1	
Stormboyz	15[J]	9+	2/-1	CC Weapons	-	-	-	Special
Ammo runtz	10	10+	1/0	Grot Blasta [A]	20	1	0	Special

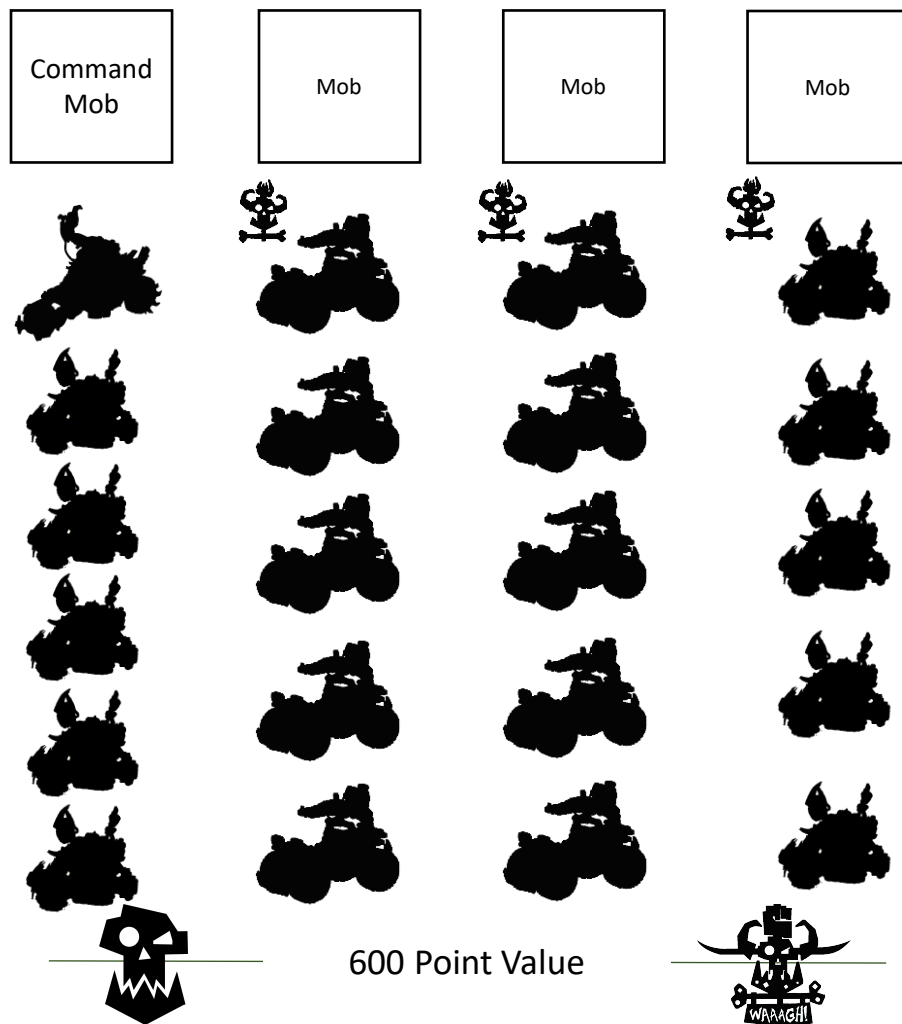


6 Victory Points

Your opponent gains 3 VPs when this Company is broken

KULT OF SPEED WARBAND

The Warband consists of one command mob of 1 Warboss on Warbike, 5 Nob Warbikes, Two Mobs of 5 Light Buggies command and One Mob of 5 Bikerboyz.

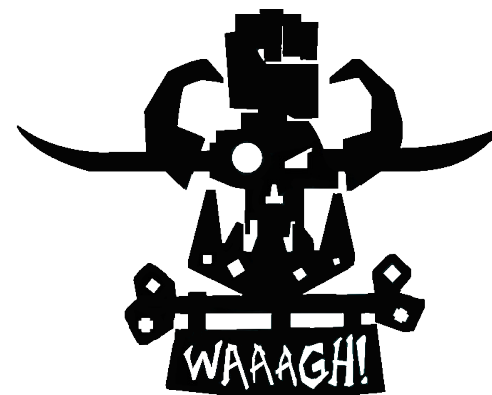


KULT OF SPEED WARBAND

Break Point 6: The Warband is broken if it has lost 6 models. Once the Warband is broken each Mob must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warbike, Warboss	30	3+	4/-3	Kustom Kombi Shoota [A] Antipersonnel	25 25	2 2	-2 -1	[HQ2],[R]
Warbikes, Nobz	30	5+	3/-2	AP	25	2	-1	[HQ1]
Bikerboys	30	7+	2/-1	Anti-personnel	25	1	-1	
Light buggy	30	7+	1/-1	Anti-personnel	25	2	-1	



6 Victory Points

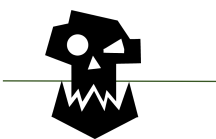
Your opponent gains 3 VPs when this Company is broken

SPECIAL FORMATION

KULT OF SPEED AIR KORPS

The Air Korps consists of 1 Squadron of 3 Fightas, 1 Squadron of 3 Dakka Jets and 1 Squadron of 3 Fight Bommas (any Type)

Squadron



Squadron



550 Point Value

Squadron

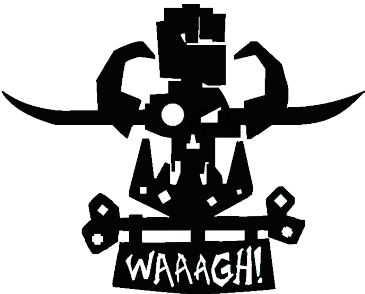


KULT OF SPEED AIR KORPS

Break Point 4: The Air Force is broken if it has lost 4 models. Once the Air Force is broken all squadrons must take a Morale check.

Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Fighta	[F]	7+	1/-1	Rokkits	25	1	-2	
				Anti-personnel	25	2	-1	
Dakka Jet	[F]	6+	3/-1	Anti-personnel	25	6	-1	
Fighta Bommer Type 1	[F]	6+	2/-1	Rokkits	25	2	-2	
				Burna Bombs [FW]	0	B1	-1	
				Anti-personnel	25	4	-1	
Fighta Bommer Type 2	[F]	6+	2/-1	Rokkits	25	2	-2	
				Boom Bombs [Str+1]	0	B2	-2	
				Anti-personnel	25	4	-1	



Victory Points 6 VP
Your opponent gains 3VPs when this Squadron is broken