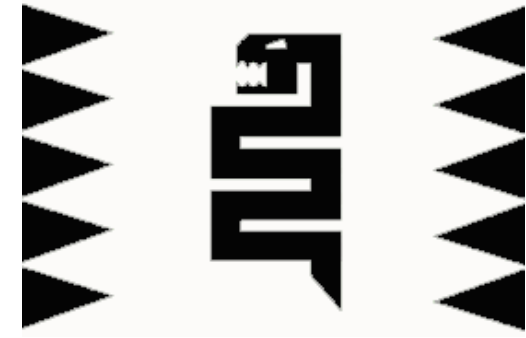


# DA ORKS!

COMPANY CARDS



# General Traits

This section covers the basic traits for the Ork faction.

- **The faction value is 200.**
- **To-hit value for the Orks is 8+ for ranged and 7+ for close combat attacks.**
- **To-hit value for Gretchen is 7+ for ranged and 8+ for close combat attacks.**
- Elements classified as vehicles or gargants receive a -2 penalty to their armor save if incoming shots are taken to the rear arc.
- Slow: All Ork infantry elements receive -5cms to their charge move. Does not apply to infantry elements with jump packs [J].
- Ork weapons have a wide range of effectiveness. On ranged attack rolls all 1's indicates a jammed weapon and all 10's indicates increased firepower. When all attack dice from a formation are rolled, count the number of dice that rolled 1's (misfires) and 10's (Dakka!). If the number of 10's exceeds the number of 1's, the ork player receives bonus attack dice equal to the difference that are used immediately. When the number of 1's exceeds the number of 10's, a misfire occurs, and the formation makes an immediate morale test. Failure indicates the formation is now suppressed as ork weapon explode!
- Open top vehicles [OT]. This trait allows transported elements to fire while being transported. Transported elements will fire when the transport vehicle formation is activated. Additional attack dice granted in this fashion count towards the entire formation total for purposes of suppression. Up to 2 infantry elements may fire from an open topped vehicle per vehicle element.
- Ork Antipersonnel Weapons [AP]: Any such weapon system does not suffer the -1 to-hit penalty associated with firing on charge orders.

Example: An ork formation rolls 10 attack dice versus a target formation. The player rolled a single 1's, but two 10's. Since the amount of 10's rolled is greater than the amount of 1's rolled, it gets 1 bonus dice to use immediately in the same attack (2 "10's" - 1 "1's" = 1 bonus attack dice).

- In case of elements with more than one weapon system, the ork player selects ONE weapon to apply this trait to. It must either be a weapon with the most attack dice or the highest TSM (player's choice).
- Anti-personnel weapons may not be selected for this trait.
- Gargants must select one of its main weapon systems to apply this trait. In case of a misfire, instead of being suppressed, the gargant gains 1 fire. The weapon to apply this trait may change from turn to turn as riggers prioritize on system over another.
- Weapons with one attack die automatically misfire on a roll of "1" and gain more attack dice on a roll of "10".



This symbol indicates the non-infantry element that is the commander of the mob/detachment. Such a designated element has a command level of 1 [HQ1]



This example means that this one Deff Dread is the mob's command model/element

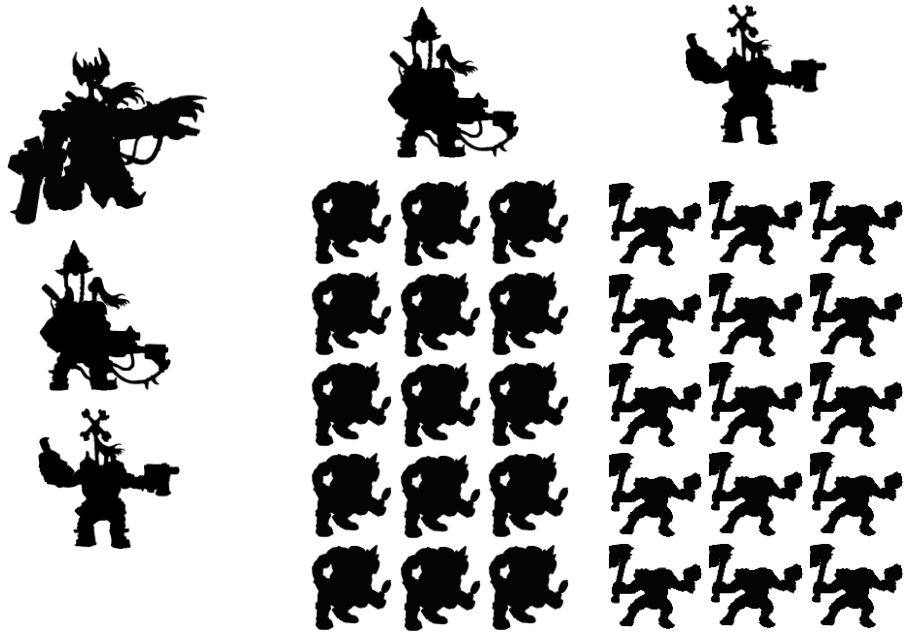
# BOYZ WARBAND

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 Choppa Boyz mob of 1 Nobz stand and 15 Choppa Boyz stands

Command Mob

Mob

Mob



500 Point Value

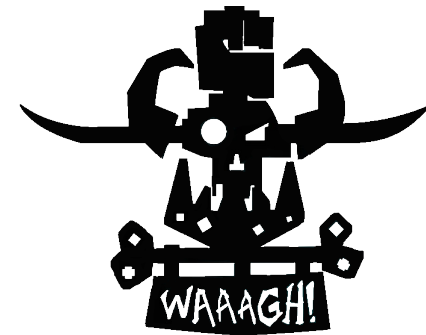


# BOYZ WARBAND

**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 Boyz	10	9+	1/0	Shootas [A]	20	2	0	
Choppa Boyz	10	9+	2/-1	Choppas	-	-	-	



5 Victory Points

Your opponent gains 3 VPs when this Company is broken

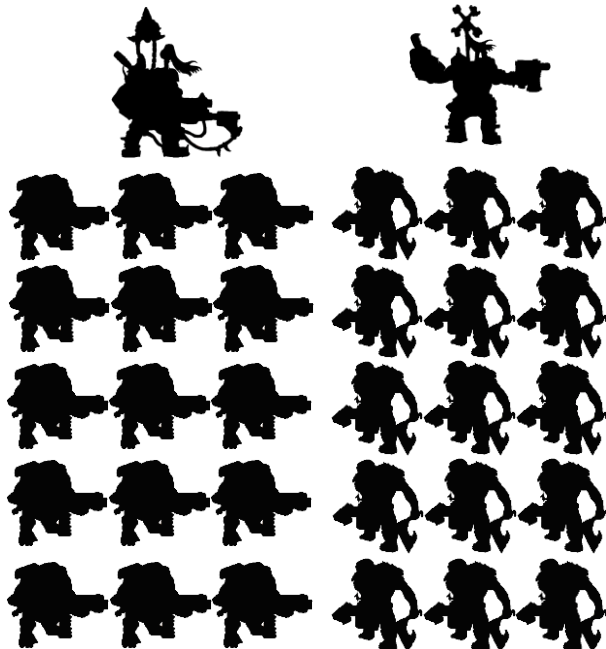
## 'ARD BOYZ WARBAND

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 'Ard Choppa Boyz mob of 1 Nobz stand and 15 'Ard Choppa Boyz stands

Command  
Mob



Mob



600 Point Value

Mob

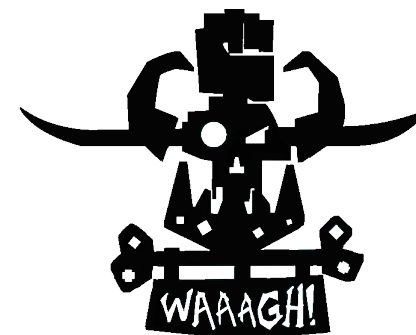


## 'ARD BOYZ WARBAND

**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 'ard Boyz	10	7+	2/-1	Choppas				



6 Victory Points

Your opponent gains 3 VPs when this Company is broken

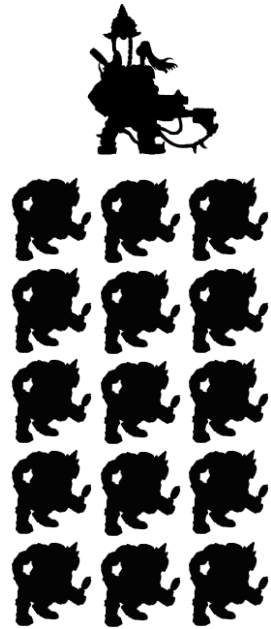
# SHOOTA BOYZ WARBAND

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

Command Mob



Mob



Mob



550 Point Value



# SHOOTA 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 Boyz	10	9+	1/0	Shootas [A]	20	2	0	



6 Victory Points

Your opponent gains 3 VPs when this Company is broken

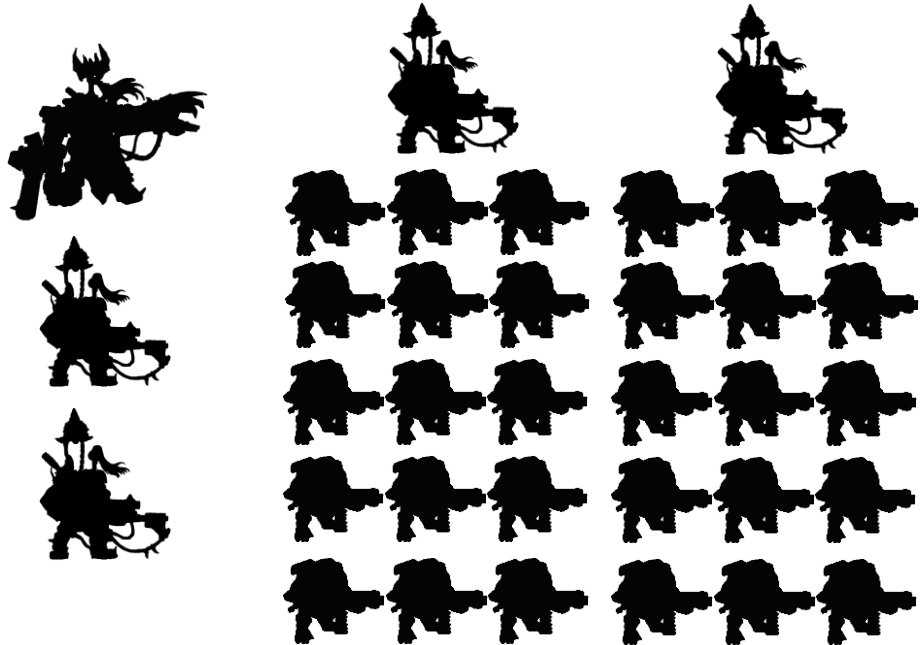
# 'ARD SHOOTA BOYZ WARBAND

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

Command Mob

Mob

Mob



600 Point Value

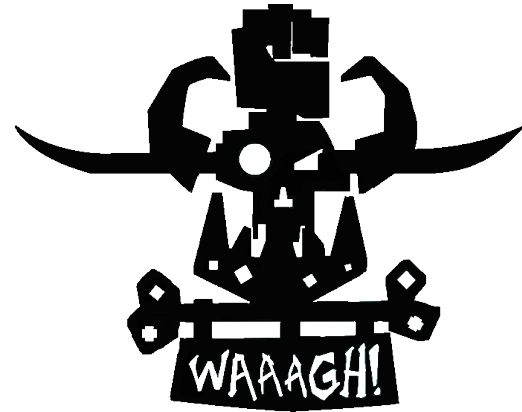


# 'ARD SHOOTA BOYZ WARBAND

**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	



6 Victory Points

Your opponent gains 3 VPs when this Company is broken

# CHOPPA BOYZ WARBAND




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


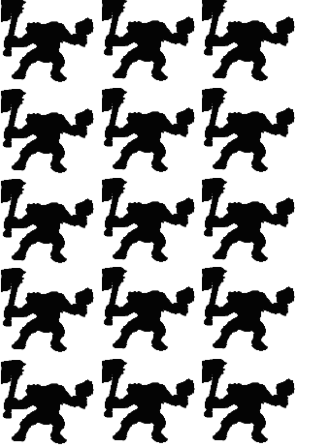
Command Mob


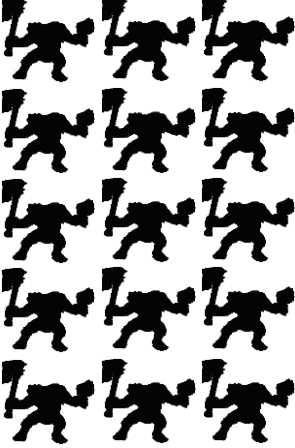
Mob

Mob


  



  




450 Point Value

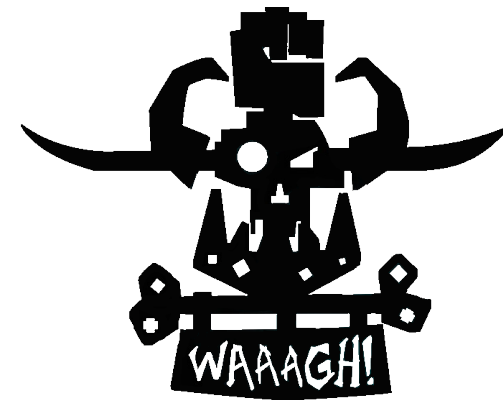


# CHOPPA BOYZ WARBAND

**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]
Choppa Boyz	10	9+	2/-1	Choppas	-	-	-	



5 Victory Points

Your opponent gains 3 VPs when this Company is broken

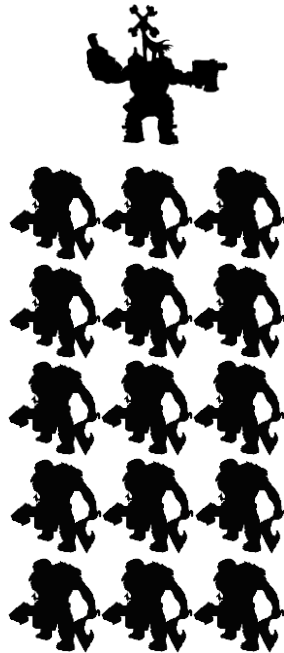
# 'ARD CHOPPA BOYZ WARBAND

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

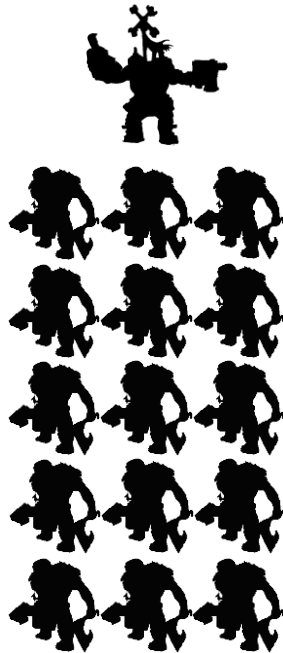
Command Mob



Mob



Mob



500 Point Value

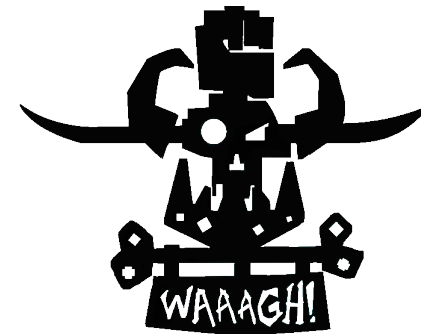


# 'ARD CHOPPA BOYZ WARBAND

**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]
Choppa 'ard Boyz	10	7+	2/-1	Choppas				
















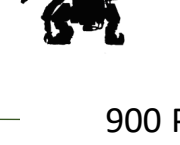
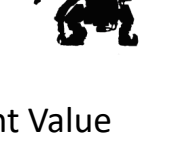



5 Victory Points

Your opponent gains 3 VPs when this Company is broken



# DEFF DREAD WARBAND

The Warband consists of one command mob of 1 Kustom Mek Dread and Three Mobs of 5 Deff Dreads

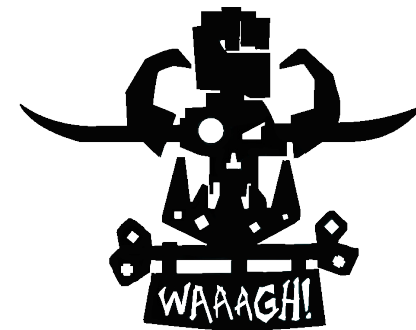
Command Mob	Mob	Mob	Mob
			
			
			
			
			
	900 Point Value		
			

# DEFF DREAD 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
Kustom Mek Dread	15	2+	4/-3	Big Zzappa	25/50	1	-2	[HQ2], [RA], Special
				Rokkit Bombs	25/50	B1	-1	
				Anti-personnel	25	2	-1	
Deff Dread Nob	As Deff Dread Below							[HQ1]
Deff Dread	15	3+	3/-3	Kustom Megablaster [A]	25	2	-2	
				AP burna [A,IC]	10	2	-1	
				Anti-personnel	25	2	-1	

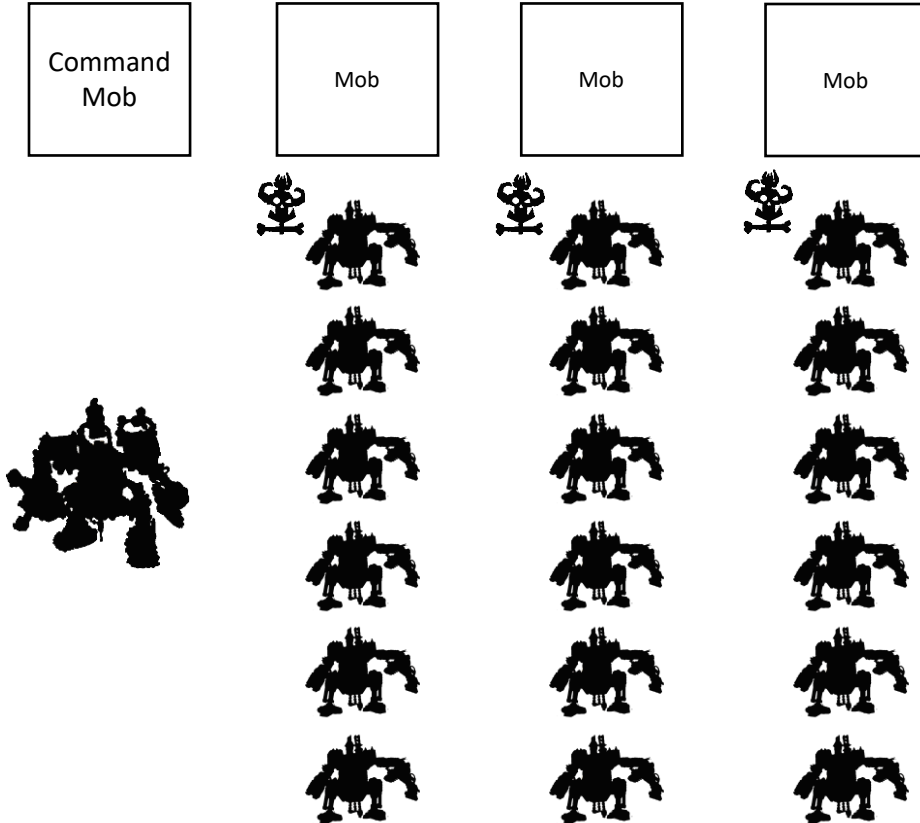


9 Victory Points

Your opponent gains 5 VPs when this Company is broken

# KILLA KANS WARBAND

The Warband consists of one command mob of 1 Kustom Mek Dread and Three Mobs of 6 Killa Kans



600 Point Value



# KILLA KANS 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
Kustom Mek Dread	15	2+	4/-3	Big Zzappa	25/50	1	-2	[HQ2], [RA], Special
				Rokkit Bombs	25/50	B1	-1	
				Anti-personnel	25	2	-1	
Killa Kans Nob	As Killa Kans Below							[HQ1]
Killa Kans	15	4+	2/-2	Rokkits [A]	25	1	-2	
				Anti-personnel	25	1	-2	

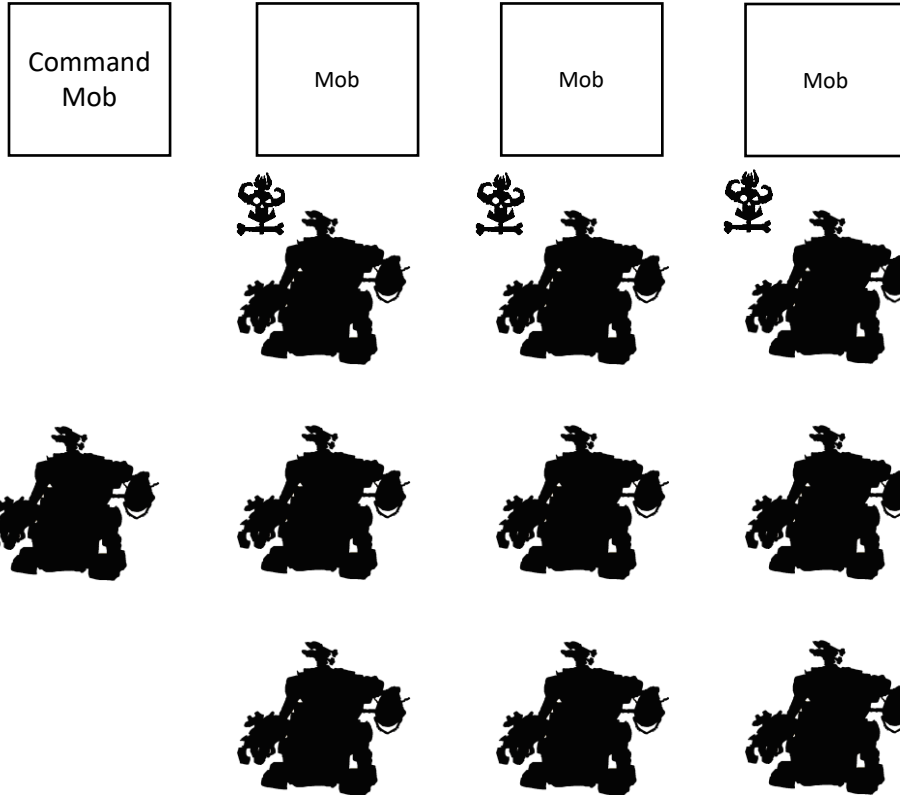


6 Victory Points

Your opponent gains 3 VPs when this Company is broken

# GORKANAUT WARBAND

The Warband consists of one command mob of 1 Gorkanaut command and Three Mobs of 3 Gorkanauts



950 Point Value

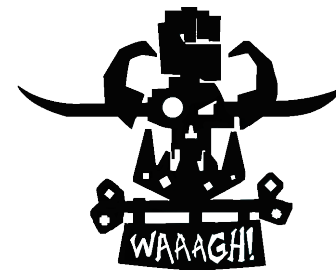


# GORKANAUT WARBAND

**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
Gorkanaut Command	15	2+	4/-4	Rokkits [A]	25	2	-2	[HQ2],[DR2],[TR1], Special
				Deffstorm Mega Shoota	20/35	5	-1	
				Scorchas {FW}	10	2	-1	
				Anti-personnel	25	2	-1	
Gorkanaut Nob	As Gorkanaut Below							[HQ1]
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	

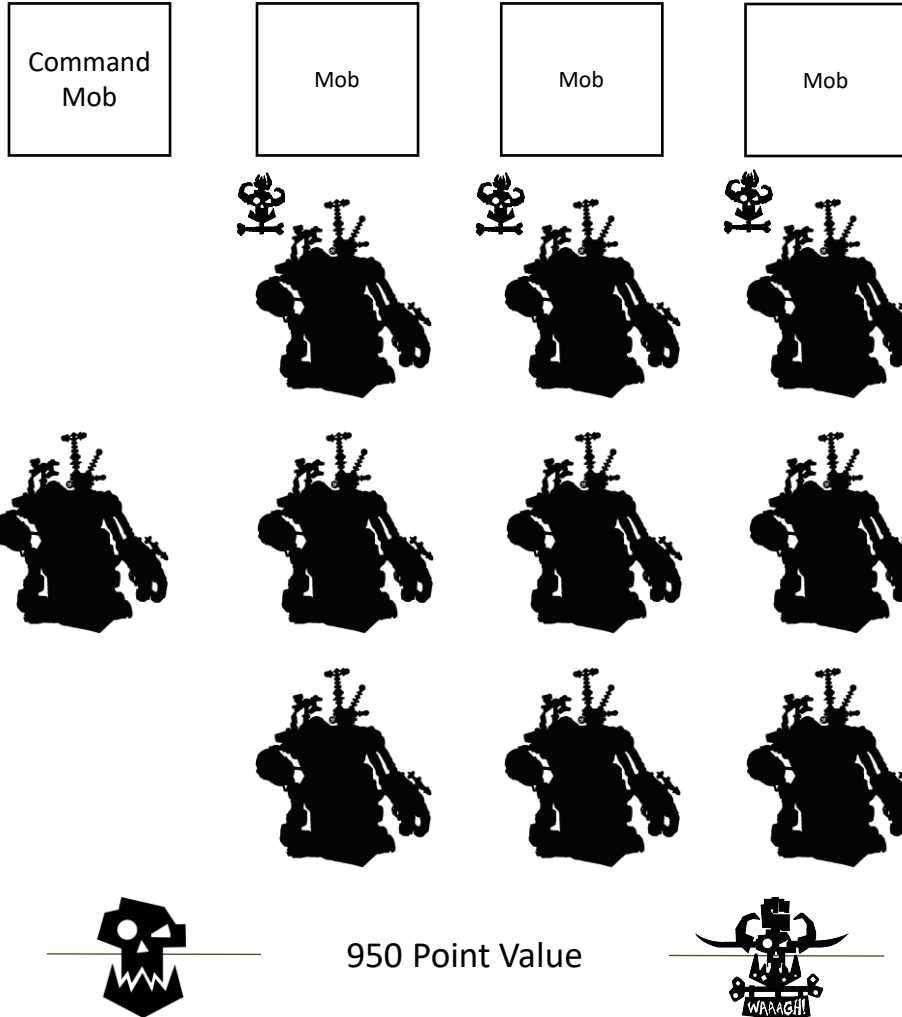


10 Victory Points

Your opponent gains 5 VPs when this Company is broken

# MORKANAUT WARBAND

The Warband consists of one command mob of 1 Morkanaut command and Three Mobs of 3 Morkanauts

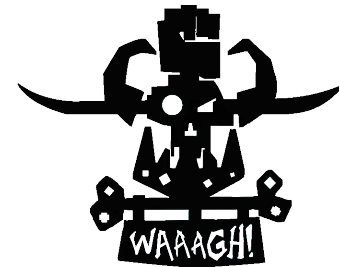


# MORKANAUT WARBAND

**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
Morkanaut Command	15	2+	4/-4	Rokkits [A]	25	2	-2	[HQ2],[DR2],[TR1], Special
				Kustom Mega Kannon	20/35	B0	-2	
				Mega Blaster [A]	25	2	-2	
				Anti-personnel	25	2	-1	
Morkanaut Nob	As Morkanaut Below							[HQ1]
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	

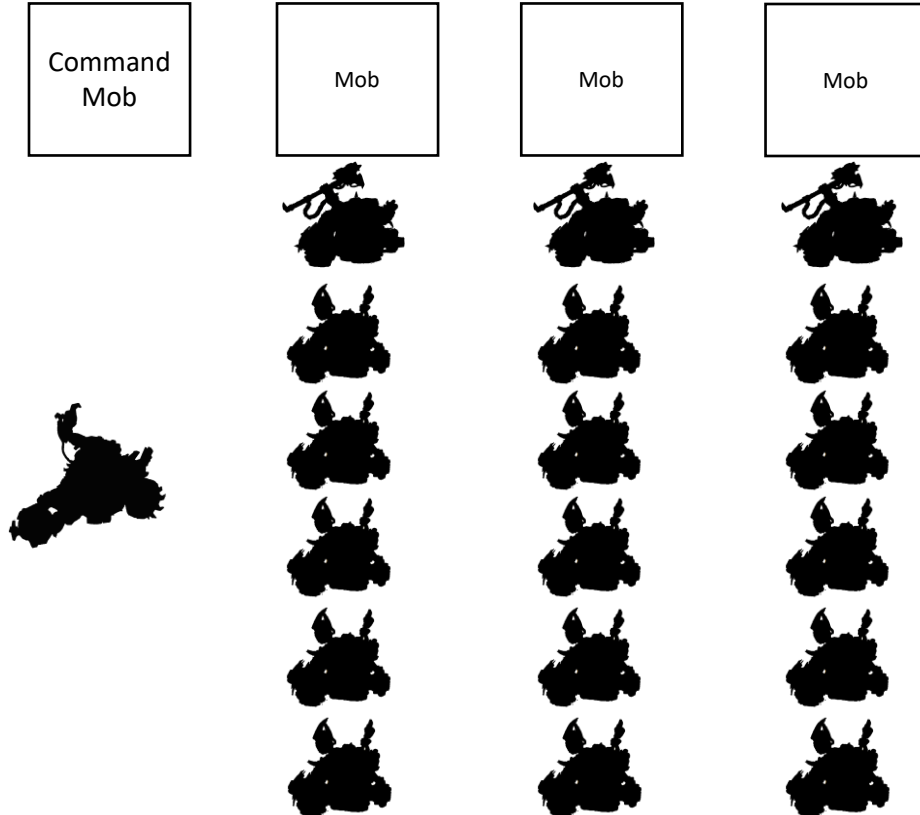


**10 Victory Points**

Your opponent gains 5 VPs when this Company is broken

# BIKERBOYZ WARBAND

The Warband consists of one command mob of 1 Warboss Warbike command and Three Mobs of 1 Nobz Warbike and 5 Bikerboyz



450 Point Value

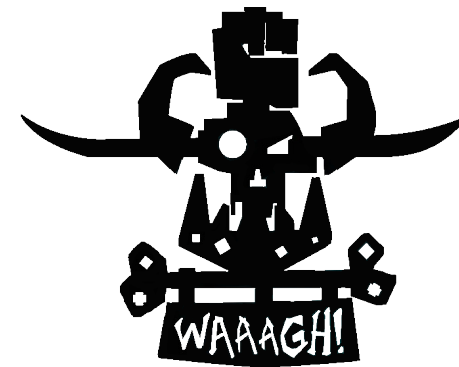


# BIKERBOYZ WARBAND

**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
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]
Bikerboyz	30	7+	2/-1	Anti-personnel	25	1	-1	

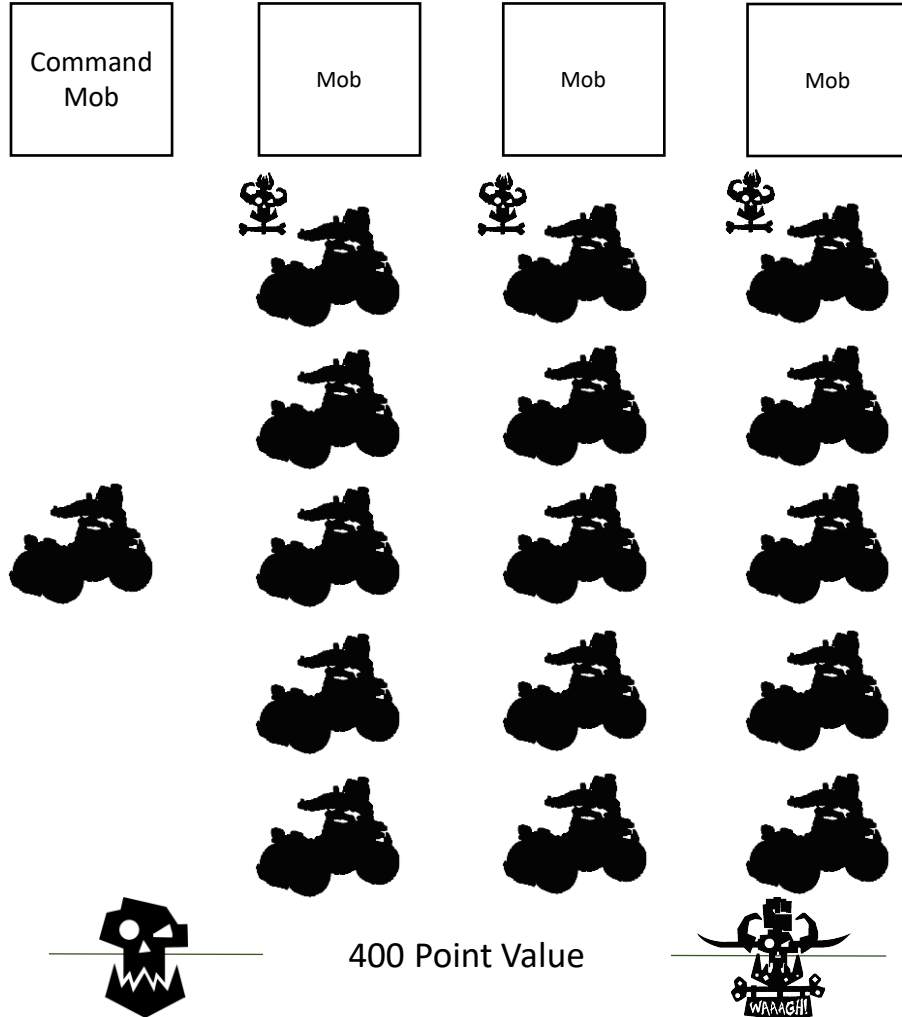


5 Victory Points

Your opponent gains 3 VPs when this Company is broken

## LIGHT BUGGY WARBAND

The Warband consists of one command mob of 1 Light Buggy command and Three Mobs of 5 Light Buggies.

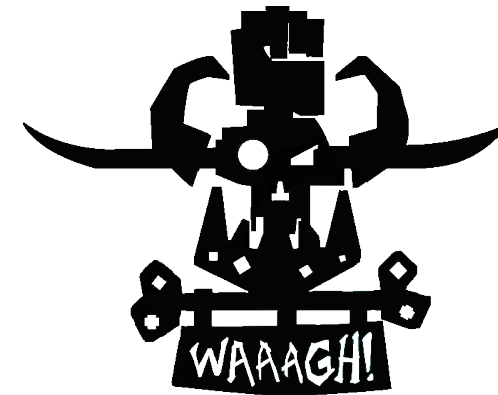


## LIGHT BUGGY WARBAND

**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
Light Buggy Warboss	As Light Buggy below							[HQ2]
Light Buggy Nobz	As Light Buggy below							[HQ1]
Light buggy	30	7+	1/-1	Anti-personnel	25	2	-1	

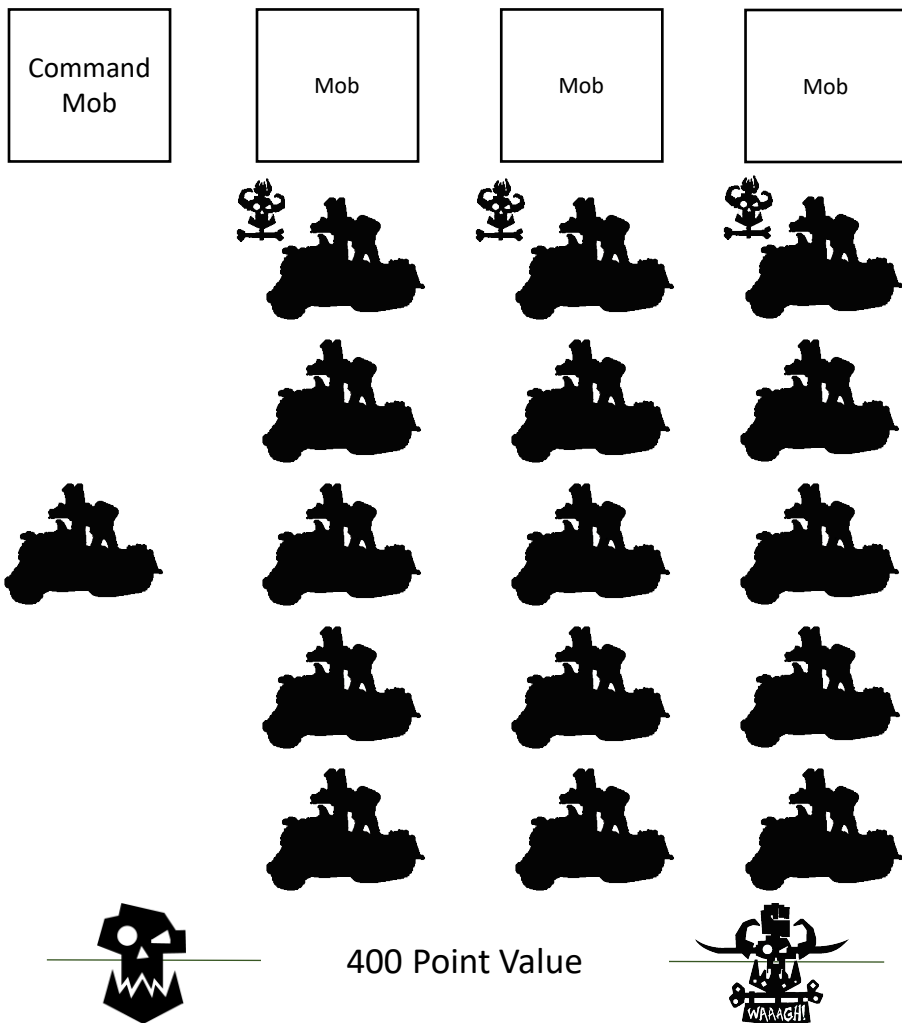


4 Victory Points

Your opponent gains 2 VPs when this Company is broken

## WARTRAKK WARBAND

The Warband consists of one command mob of 1 Wartrakk command and Three Mobs of 5 Watrakks.

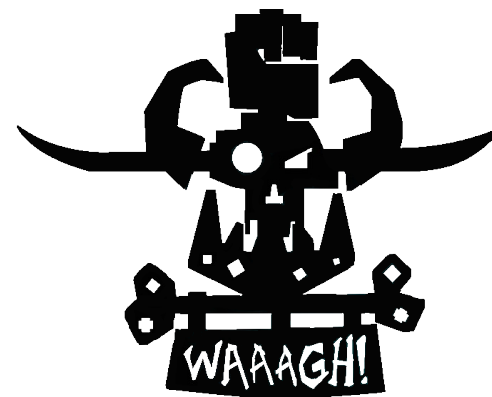


## WARTRAKK WARBAND

**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
Wartrakk Warboss	As Wartrakks below							[HQ2],Special
Wartrakk Nobz	As Wartrakks below							[HQ1],Special
Wartrakk	25	6+	1/-1	Anti-personnel	25	2	-1	Special

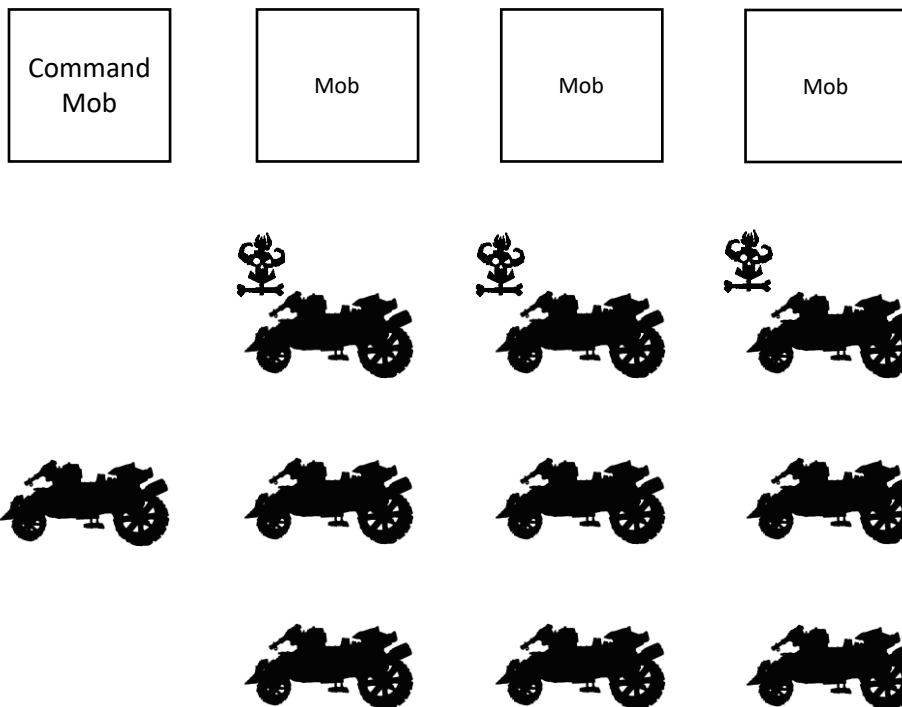


4 Victory Points

Your opponent gains 2 VPs when this Company is broken

## LIGHT BATTLEWAGON WARBAND

The Warband consists of one command mob of 1 Light Battlewagon command and Three Mobs of 3 Light Battlewagons



350 Point Value

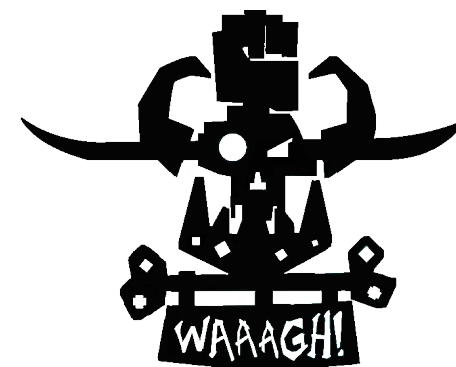


## LIGHT BATTLEWAGON WARBAND

**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
Light Battlewagon Warboss	As Light Battlewagon below							[HQ2]
Light Battlewagon Nobz	As Light Battlewagon below							[HQ1]
Light Battlewagon	25	4+	2/-1	Kannon Anti-personnel	20/35 25	B0 1	-2 -1	[TR2]



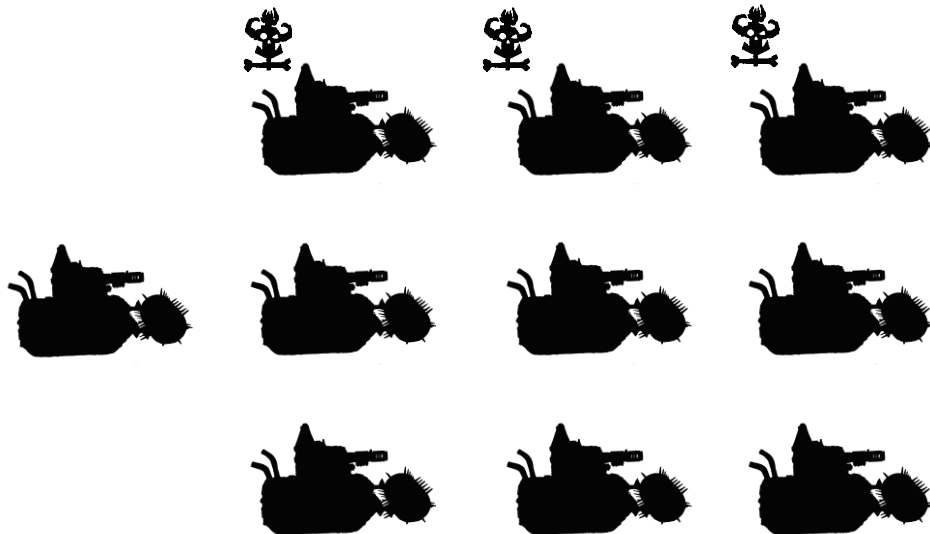
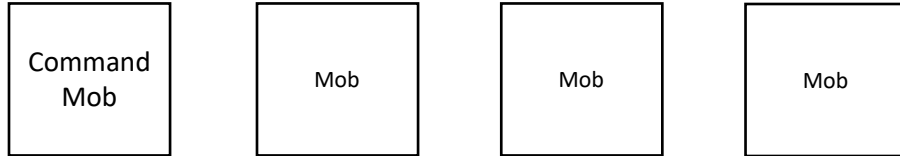
4 Victory Points

Your opponent gains 2 VPs when this Company is broken



# BONEBREAKA WARBAND

The Warband consists of one command mob of 1 Bonebreaka command and Three Mobs of 3 Bonebreakas



600 Point Value

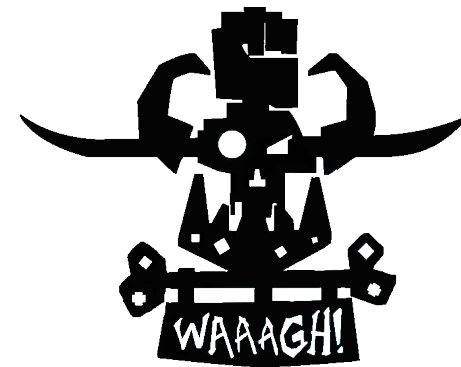


# BONEBREAKA WARBAND

**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
Bonebreaka Warboss	As Bonebreaka below							[HQ2]
Bonebreaka Nobz	As Bonebreaka below							[HQ1]
Bonebreaker	20	3+	3/-2	Skullhamma kannon Anti-personnel	30/60 25	B3 2	-3 -1	Special

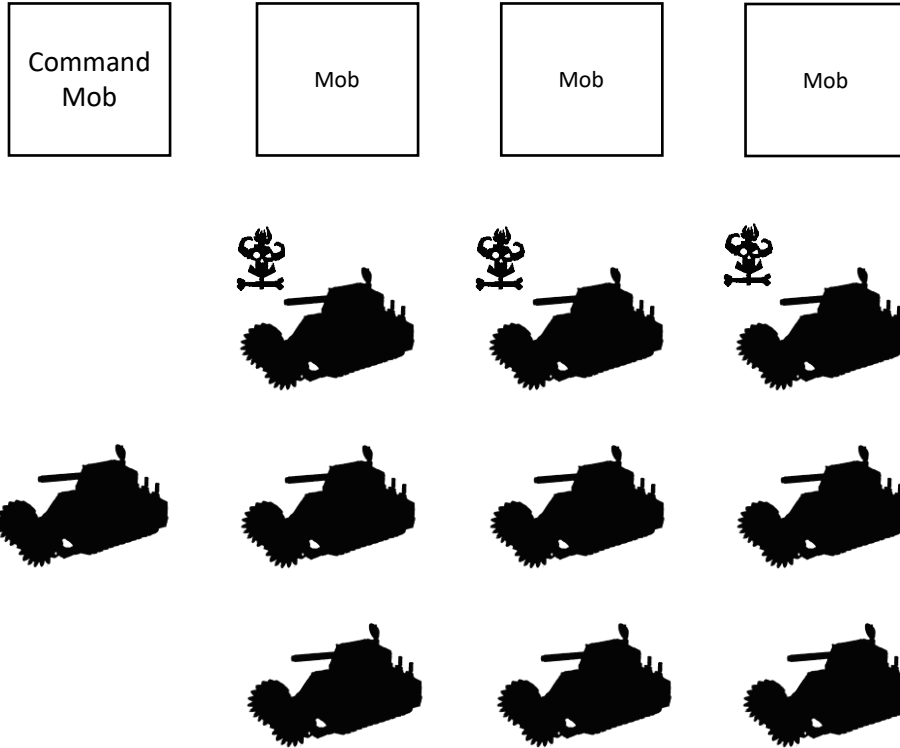


6 Victory Points

Your opponent gains 3 VPs when this Company is broken

# BONECRUSHA WARBAND

The Warband consists of one command mob of 1 Bonecrusha command and Three Mobs of 3 Bonecrushas



600 Point Value

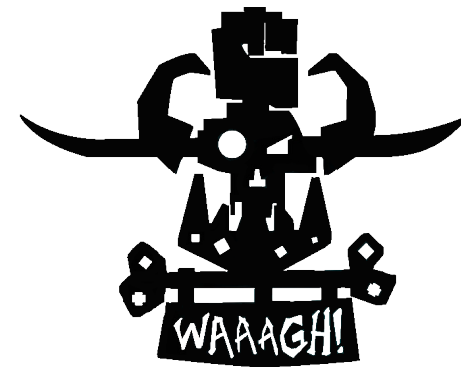


# BONECRUSHA WARBAND

**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
Bonecrusha Warboss	As Bonecrusha below							[HQ2]
Bonecrusha Nobz	As Bonecrusha below							[HQ1]
Bonecrusha	20	3+	3/-2	Kannon	20/35	2xB0	-2	Special
				Anti-personnel	25	2	-1	

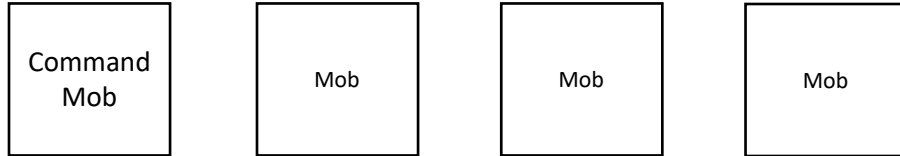


6 Victory Points

Your opponent gains 3 VPs when this Company is broken

# LUNGBURSTA WARBAND

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



450 Point Value

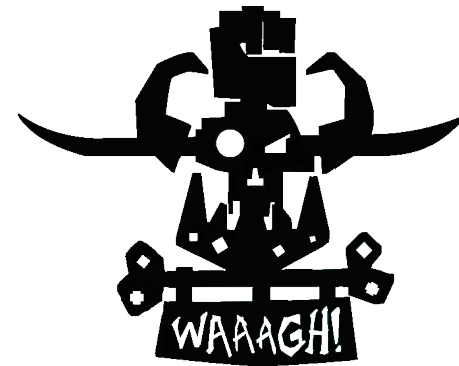


# LUNGBURSTA WARBAND

**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 Anti-personnel	30/60 25	B1 2	-3 -1	

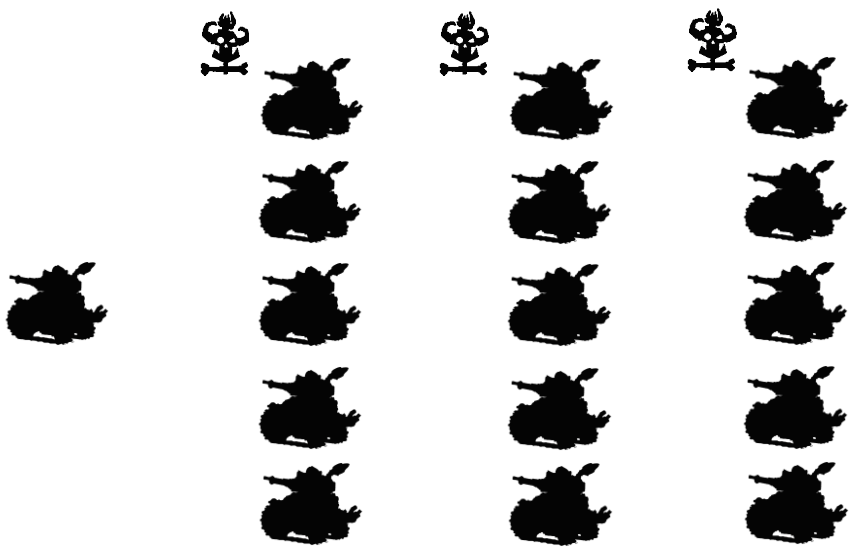
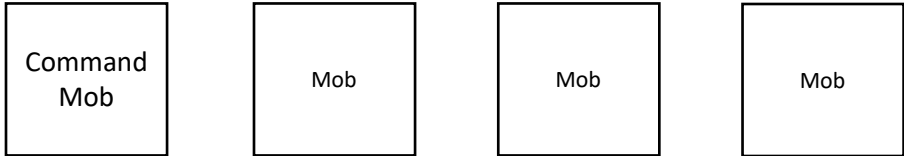


5 Victory Points

Your opponent gains 3 VPs when this Company is broken

# GROT TANK WARBAND

The Warband consists of one command mob of 1 Grot Tank command and Three Mobs of 5 Grot Tanks



400 Point Value

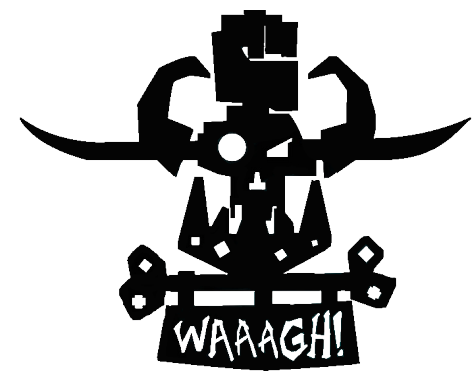


# GROT TANK WARBAND

**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
Grot Tank Warboss	As Grot Tank below							[HQ2]
Grot Tank Nobz	As Grot Tank below							[HQ1]
Grot tanks	10	6+	2/-1	Grot Gunz	25cm	1	-2	Special
				Anti-personnel	25cm	2	-1	

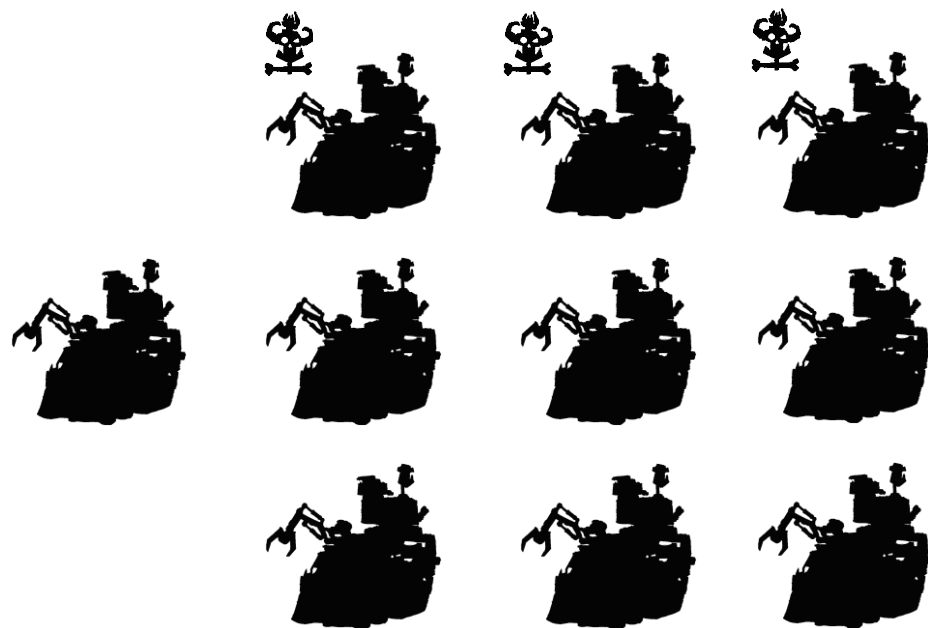
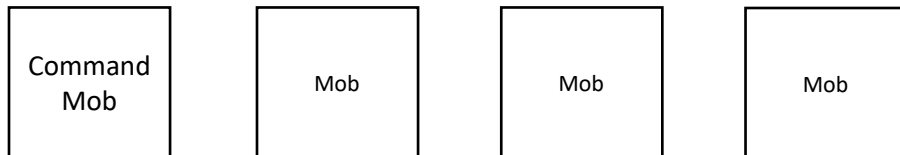


4 Victory Points

Your opponent gains 2 VPs when this Company is broken

# BATTLEWAGON WARBAND

The Warband consists of one command mob of 1 Battlewagon command and Three Mobs of 3 Battlewagons



600 Point Value

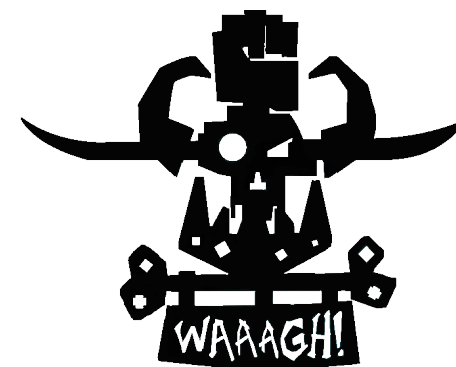


# BATTLEWAGON WARBAND

**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
Battlewagon Warboss	As Battlewagon below							[HQ2]
Battlewagon Nobz	As Battlewagon below							[HQ1]
Battlewagon	25	3+	3/-2	Kannon	20/35	B0	-2	[DR2],[TR4],[OT]
				Anti-personnel	25	4	-1	

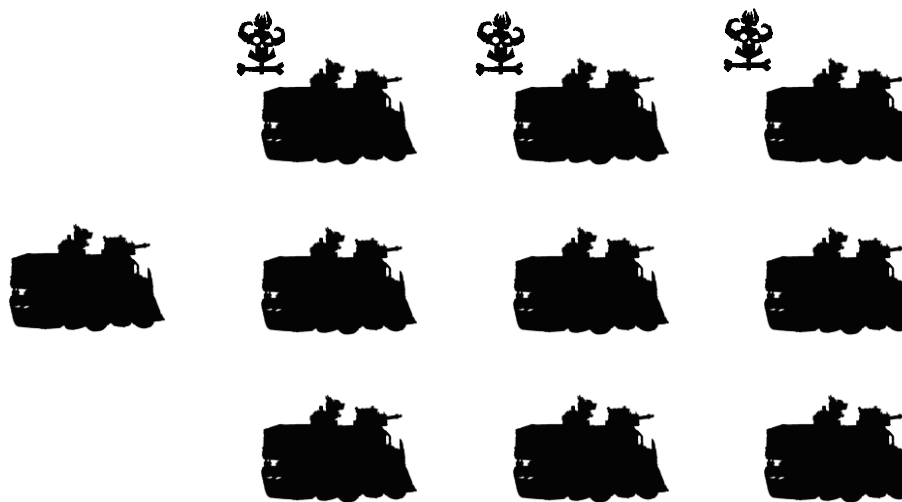
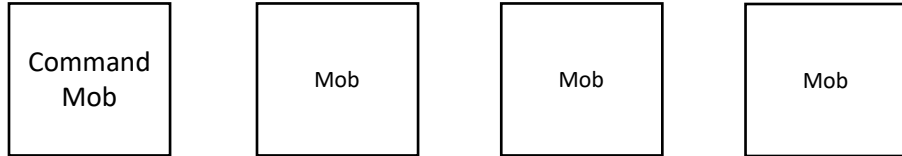


6 Victory Points

Your opponent gains 3 VPs when this Company is broken

# 'ARDCASE BATTLEWAGON WARBAND

The Warband consists of one command mob of 1 'Ardcase Battlewagon command and Three Mobs of 3 'Ardcase Battlewagons



700 Point Value

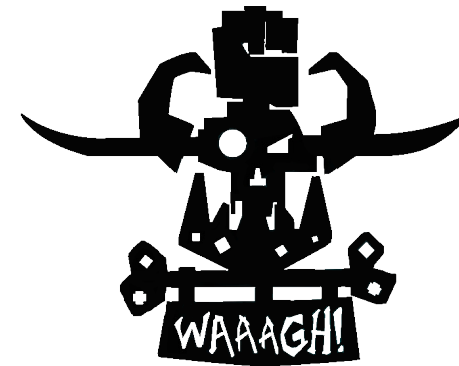


# 'ARDCASE BATTLEWAGON WARBAND

**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
'Ardcase Battlewagon Warboss	As 'Ardcase Battlewagon below							[HQ2]
'Ardcase Battlewagon Nobz	As 'Ardcase Battlewagon below							[HQ1]
'Ardcase Battlewagon	25	2+	3/-2	Killkannon [Dmg+1]	20/35	B2	-2	[DR2],[TR2]
				Big Zzappa Anti-personnel	25/50 25	1 4	-2 -1	



7 Victory Points

Your opponent gains 4 VPs when this Company is broken

# BIG GUNZ WAR BAND TYPE 1

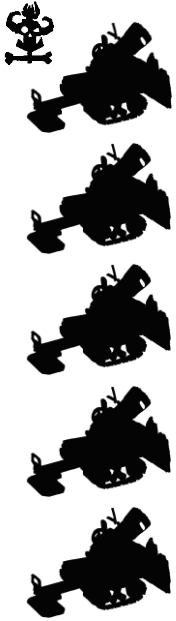
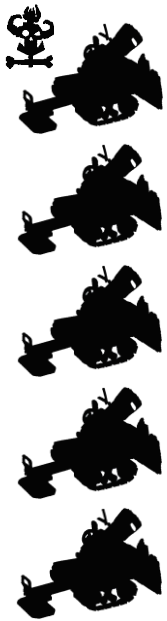
The Warband consists of one command mob of 1 Big Gunz Type 1 command and Three Mobs of 5 Big Gunz Type 1

Command Mob

Mob

Mob

Mob



850 Point Value

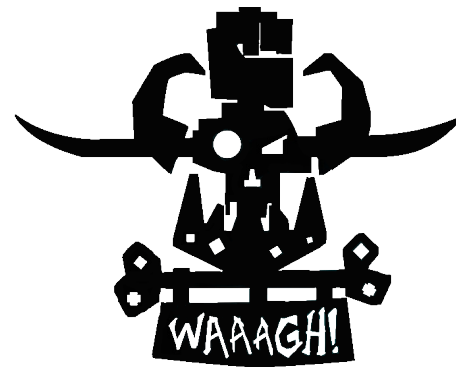


# BIG GUNZ WAR BAND TYPE 1

**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 Gunz Type 1 Warboss	As Big Gunz Type 1 below							[HQ2]
Big Gunz Type 1 Nobz	As Big Gunz Type 1 below							[HQ1]
Big Gunz Type 1	5	5+	1/0	Heavy Lobba [M,Str+1]	50/100	B4	-3	

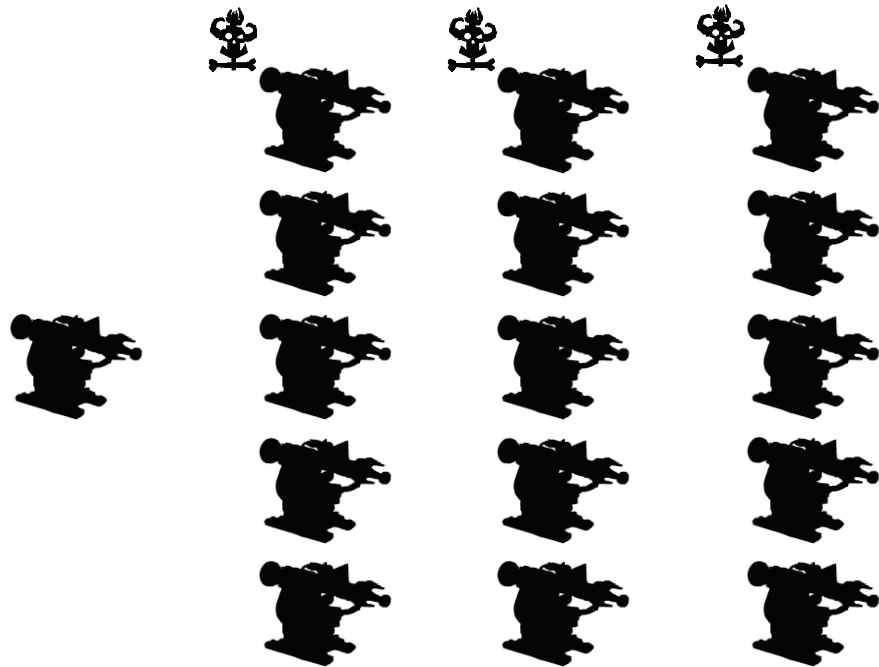
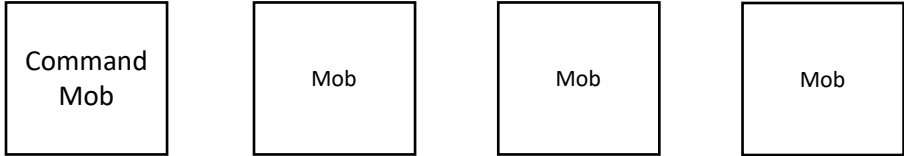


9 Victory Points

Your opponent gains 5 VPs when this Company is broken

# BIG GUNZ WAR BAND TYPE 2

The Warband consists of one command mob of 1 Big Gunz Type 2 command and Three Mobs of 5 Big Gunz Type 2



550 Point Value

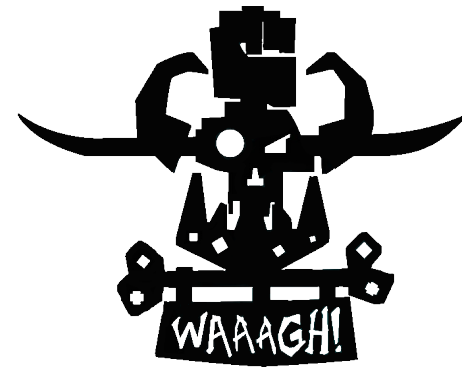


# BIG GUNZ WAR BAND TYPE 2

**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 Gunz Type 2 Warboss	As Big Gunz Type 1 below							[HQ2]
Big Gunz Type 2 Nobz	As Big Gunz Type 1 below							[HQ1]
Big Gunz Type 2	5	5+	1/0	Mega Zzappa	35/70	B1	-4	Special



6 Victory Points

Your opponent gains 3 VPs when this Company is broken



# BATTLEFORTRESS WARBAND

The Warband consists of one command mob of 1 Battlefortress command and One Mobs of 3 Battlefortresses

Command Mob

Mob



500 Point Value

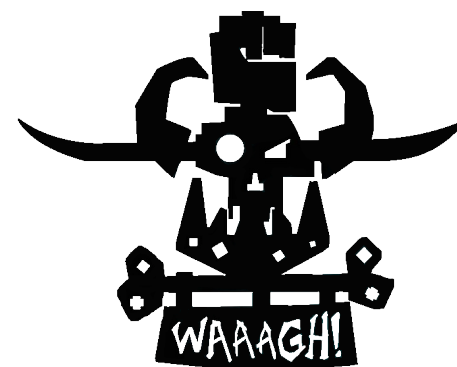


# BATTLEFORTRESS WARBAND

**Break Point 2:** The Warband is broken if it has lost 2 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
Battlefortress Warboss	As Battlefortress below							[HQ2]
Battlefortress Nobz	As Battlefortress below							[HQ1]
Battlefortress	15	2+	5/-3	Rokkits [A]	25	4	-2	[DR3],[TR8], Special
				Kannon	20/35	1	-2	
				Zzappa guns	20/35	2	-2	
				Scorchas [FW]	10	2	-1	
				Anti-personnel	25	6	-1	



5 Victory Points

Your opponent gains 3 VPs when this Company is broken

# BATTLEFORTRESS GIBLETGRINDA WARBAND

The Warband consists of one command mob of 1 Battlefortress Gibletgrinda command and One Mobs of 3 Battlefortress Gibletgrindas

Command  
Mob

Mob



500 Point Value

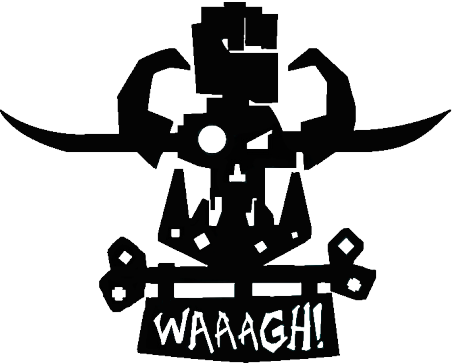


# BATTLEFORTRESS GIBLETGRINDA WARBAND

**Break Point 2:** The Warband is broken if it has lost 2 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
Battlefortress Gibletgrinda Warboss	As Battlefortress Gibletgrinda below							[HQ2]
Battlefortress Gibletgrinda Nobz	As Battlefortress Gibletgrinda below							[HQ1]
Gibletgrinda Battlefortress	15	2+	5/-3	5x Kannon Scorcha [FW] Anti-personnel	20/35 10 25	5xB0 2 4	-2 -1 -1	[DR3],[TR8], Special



5 Victory Points

Your opponent gains 3 VPs when this Company is broken

# BATTLEFORTRESS SKULLHAMMA WARBAND

The Warband consists of one command mob of 1 Battlefortress Skullhamma command and One Mobs of 3 Battlefortress Skullhammas

Command  
Mob

Mob



500 Point Value

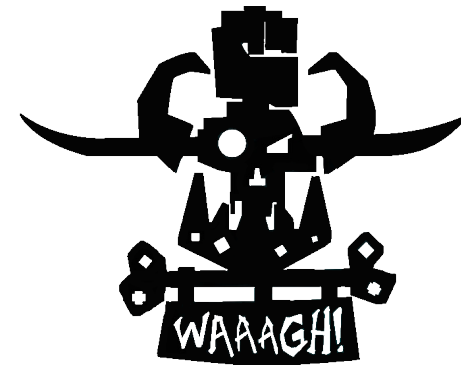


# BATTLEFORTRESS SKULLHAMMA WARBAND

**Break Point 2:** The Warband is broken if it has lost 2 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
Battlefortress Skullhamma Warboss	As Battlefortress Skullhamma below							[HQ2]
Battlefortress Skullhamma Nobz	As Battlefortress Skullhamma below							[HQ1]
Skullhamma Battlefortress	25	3+	4/-3	Skullhammer cannon	30/60	2xB3	-3	[DR3],[TR8], Special
				Rokkits [A] Anti-personnel	25	3 6	-2 -1	



5 Victory Points

Your opponent gains 3 VPs when this Company is broken

# GREAT GARGANT MOB

The Mob consists of 3 Great Gargants



3300 Point Value

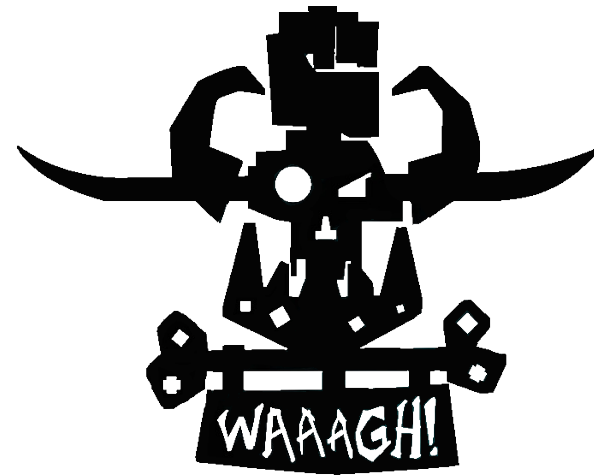


# GREAT GARGANT MOB

**Break Point** -: Per Gargant

**Morale Value** -: Gargants do not check for Morale they pass all morale tests automatically.

Type	Move	AV	CAF	Arm Capacity	Head Capacity	Hull Capacity	Power Fields	AP	DR	Cost
Great Gargant	10	1+	10/-5	8	2	3	6	6	13	1100 11VP



Victory Points 33

Your opponent gains 11VP per Gargant destroyed

## SLASHER GARGANT MOB

The Mob consists of 3 Slasher Gargants



2250 Point Value

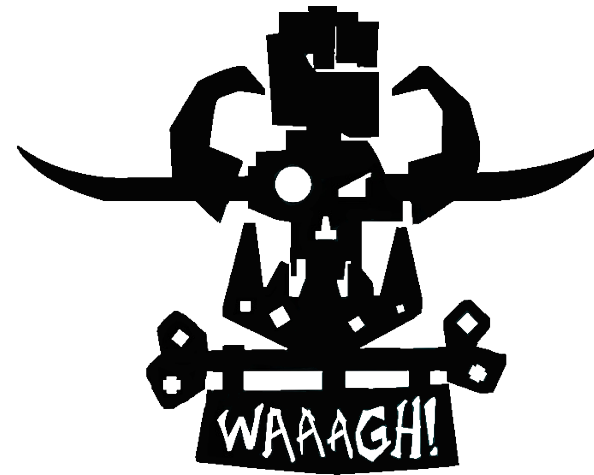


## SLASHER GARGANT MOB

**Break Point** -: Per Gargant

**Morale Value** -: Gargants do not check for Morale they pass all morale tests automatically.

Type	Move	AV	CAF	Arm Capacity	Head Capacity	Hull Capacity	Power Fields	AP	DR	Cost
Slasher Gargant	10	1+	8/-5	6	1	2	4	4	9	750 8VP

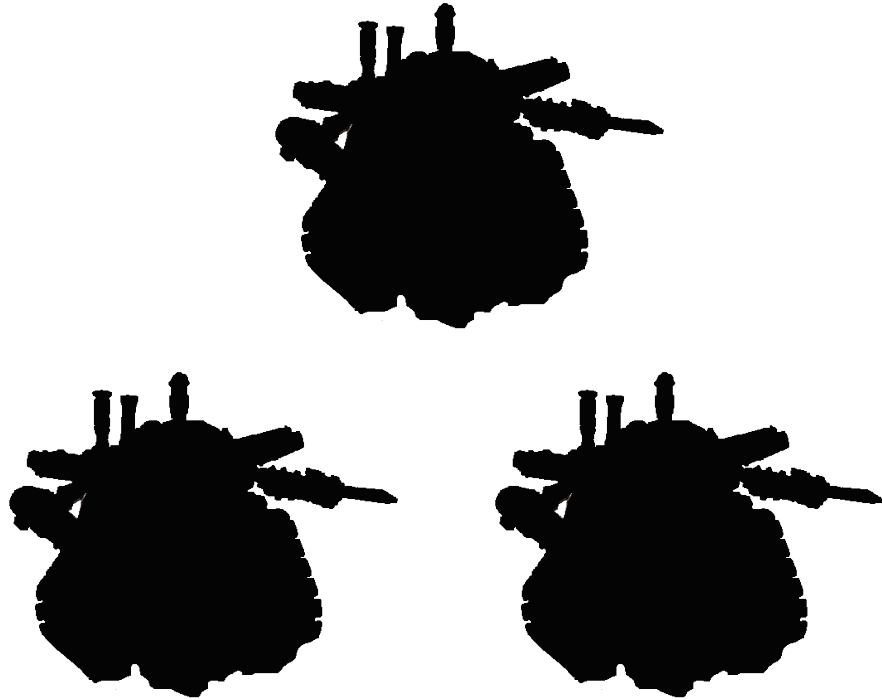


Victory Points 23

Your opponent gains 8VP per Gargant destroyed

# STEAM GARGANT MOB

The Mob consists of 3 Steam Gargants



2100 Point Value

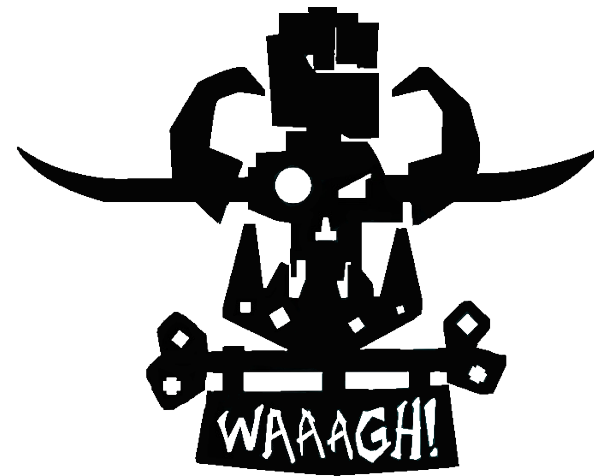


# STEAM GARGANT MOB

**Break Point** -: Per Gargant

**Morale Value** -: Gargants do not check for Morale they pass all morale tests automatically.

Type	Move	AV	CAF	Arm Capacity	Head Capacity	Hull Capacity	Power Fields	AP	DR	Cost
Steam Gargant	15	1+	8/-5	6	1	2	Special	6	8	700 7VP



Victory Points 21

Your opponent gains 7VP per Gargant destroyed

# STOMPA GARGANT GREAT MOB

The Great Mob consists of Two Mobs of 3 Stompa Gargants

Stompa  
Mob



Stompa  
Mob



2700 Point Value

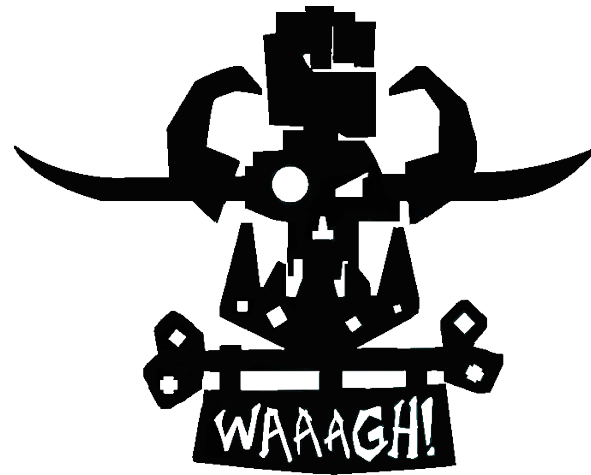


# STOMPA GARGANT GREAT MOB

**Break Point** -: Per Gargant

**Morale Value** -: Gargants do not check for Morale they pass all morale tests automatically.

Type	Move	AV	CAF	Arm Capacity	Head Capacity	Hull Capacity	Power Fields	AP	DR	Cost
Stompa Gargant	15	2+	5/-4	5	1	1	1	4	4	450 5VP



Victory Points 27

Your opponent gains 5VP per Gargant destroyed

# STOMPA GARGANT MEGA-GREAT MOB

The Great Mob consists of Three Mobs of 3 Stompa Gargants

Stompa Mob



Stompa Mob



4050 Point Value

Stompa Mob

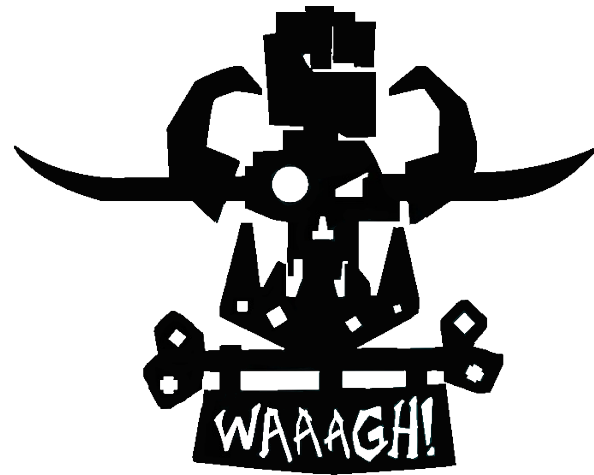


# STOMPA GARGANT MEGA-GREAT MOB

**Break Point** -: Per Gargant

**Morale Value** -: Gargants do not check for Morale they pass all morale tests automatically.

Type	Move	AV	CAF	Arm Capacity	Head Capacity	Hull Capacity	Power Fields	AP	DR	Cost
Stompa Gargant	15	2+	5/-4	5	1	1	1	4	4	450 5VP



Victory Points 41

Your opponent gains 5VP per Gargant destroyed