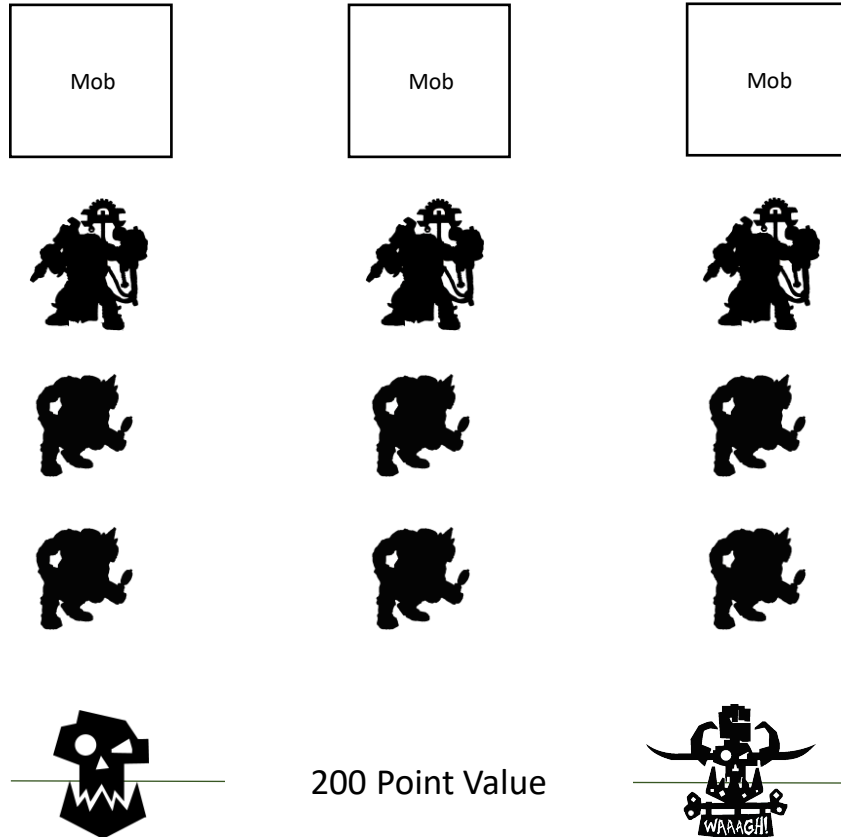


SPECIAL FORMATION

MEK MOB

The Mek Mob consists of 3 Mek formations of 1 Mek stand and 2 Shoota Boyz stands.

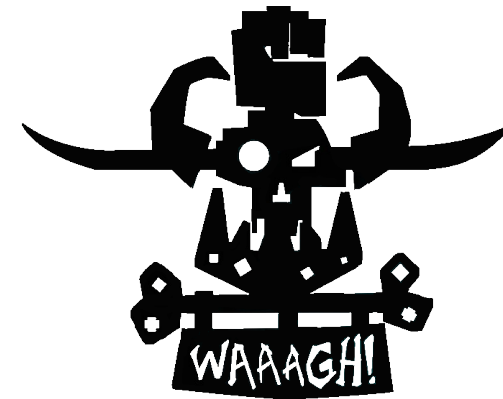


MEK MOB

Break Point +4: The Mob adds +4 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
Mek	10	9+	2/-1	Rokkits	25	1	-2	[HQ1],[MK]
Shoota Boyz	10	9+	1/0	Shootas [A]	20	2	0	



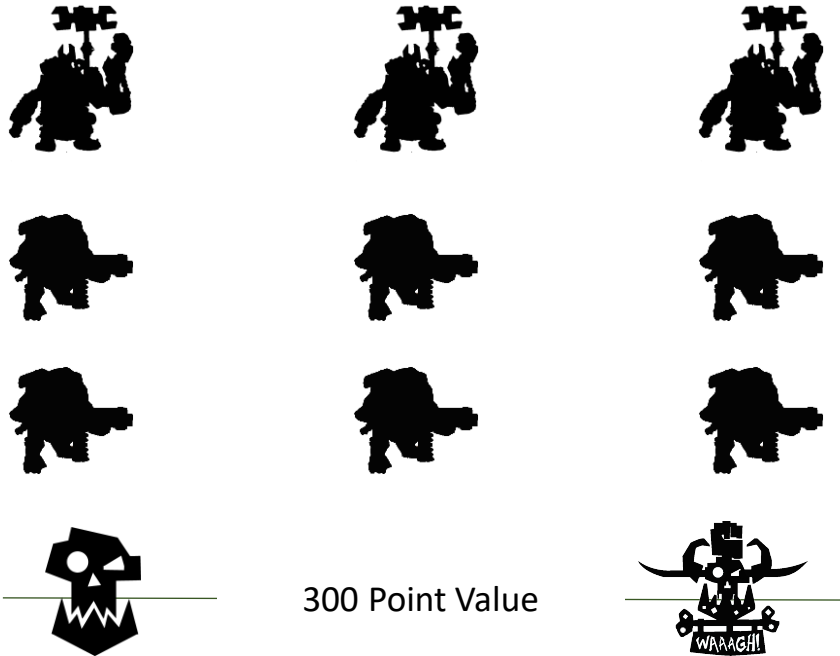
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

SPECIAL FORMATION

BIG MEK MOB

The Big Mek Mob consists of 3 Big Mek formations of 1 Big Mek stand and 2 'Ard Shoota Boyz stands.

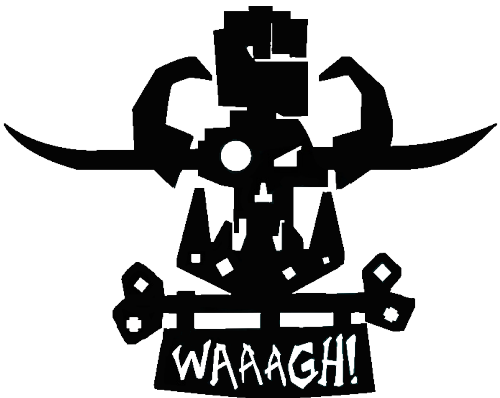


BIG MEK MOB

Break Point +4: The Mob adds +4 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
Big Mek	10	7+	3/-1	Kustom Shoota	25	3	-2	[HQ2],[MK]
Shoota 'ard Boyz	10	7+	1/0	Shootas [A]	20	2	0	

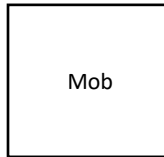
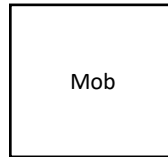


+3 Victory Points
Your opponent gains +2VP when attached formation is broken

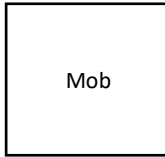
SPECIAL FORMATION

PAINBOY MOB

The Painboy Mob consists of 3 Painboy formations of 1 Painboy stand and 2 Shoota Boyz stands.



200 Point Value

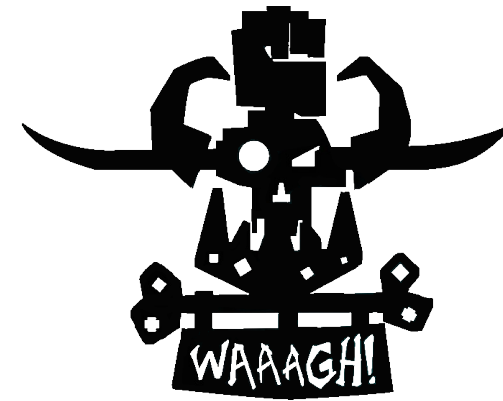


PAINBOY MOB

Break Point +4: The Mob adds +4 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
Painboyz	10	9+	2/-1	CC Weapons	-	-	-	[Apo]
Shoota Boyz	10	9+	1/0	Shootas [A]	20	2	0	



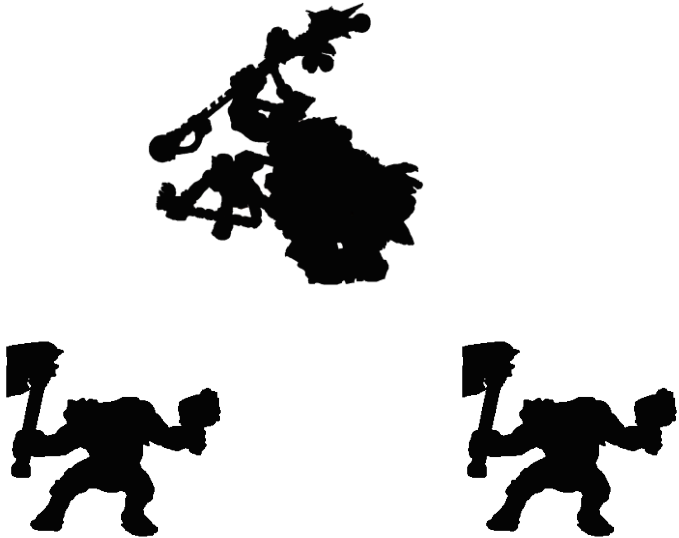
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

SPECIAL FORMATION

WEIRDBOY

Consists of 1 Weirdboy stand and 2 Choppa Boyz stands



50 Point Value

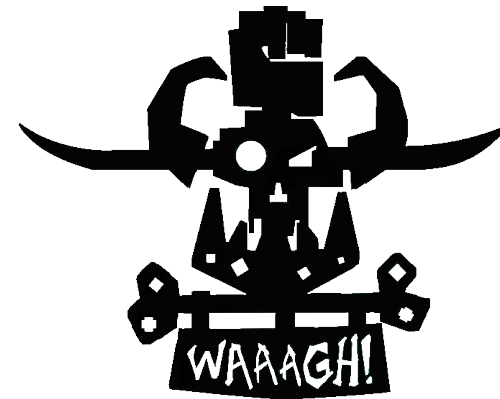


WEIRDBOY

Break Point +1: The Weirdboy adds +1 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
Weirdboyz	10	9+	2/-1	CC Weapons				[P1]
Choppa Boyz	10	9+	2/-1	Choppas	-	-	-	



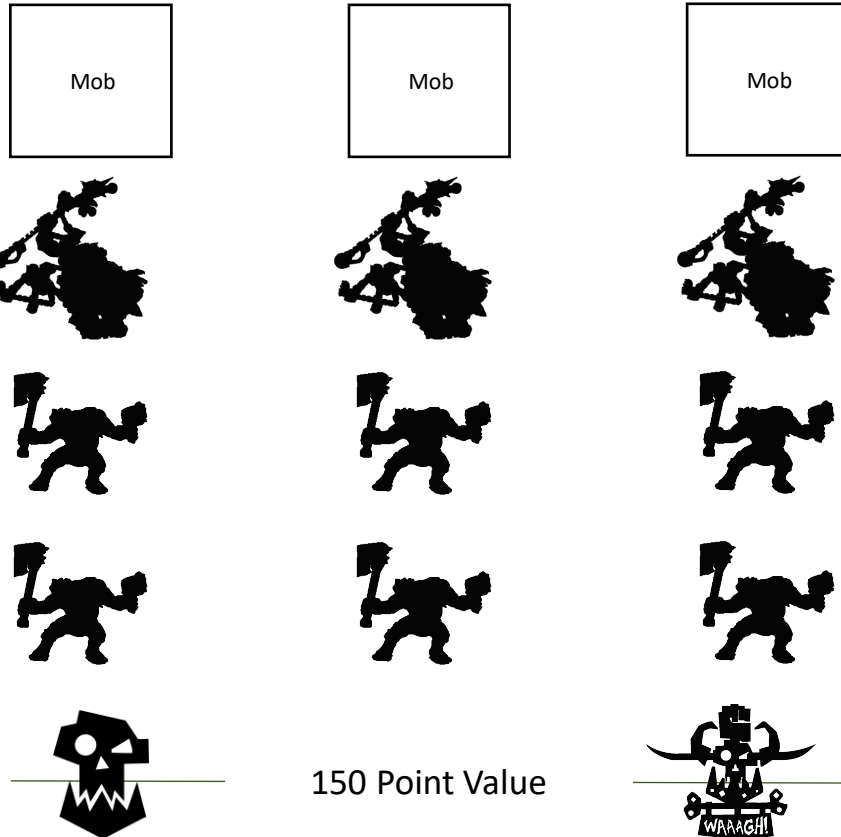
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

SPECIAL FORMATION

WEIRDBOY MOB

The Weirdboy Mob consists of 3 Weirdboy formations of 1 Weirdboy stand and 2 Choppa Boyz stands.

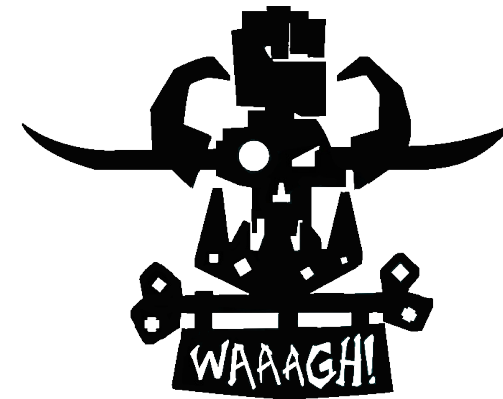


WEIRDBOY MOB

Break Point +4: The Mob adds +4 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
Weirdboyz	10	9+	2/-1	CC Weapons				[P1]
Choppa Boyz	10	9+	2/-1	Choppas	-	-	-	



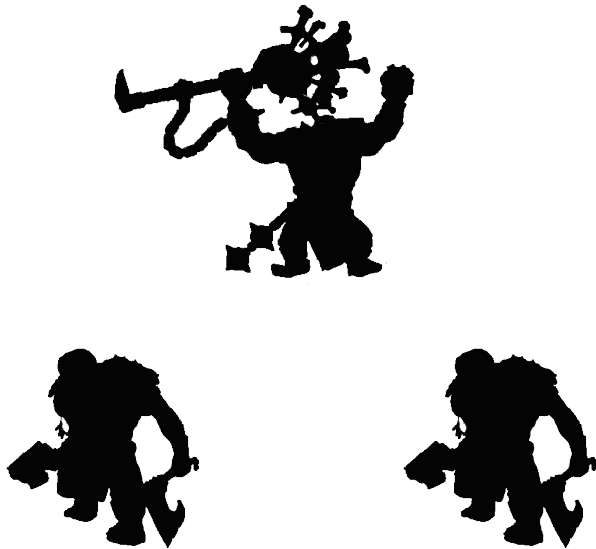
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

SPECIAL FORMATION

WARPHEAD

Consists of 1 Warphead stand and 2 'Ard Choppa Boyz stands



100 Point Value

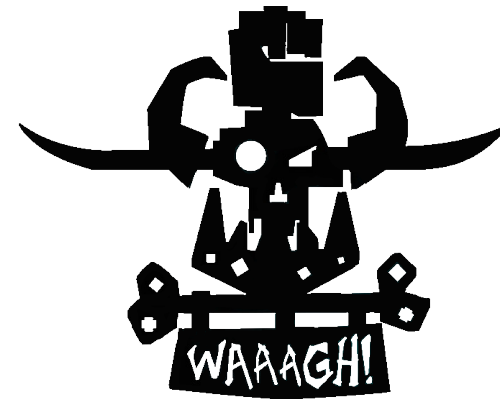


WARPHEAD

Break Point +1: The Warphead adds +1 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
Warpboyz	10	7+	3/-1	CC Weapons				[P2]
Choppa 'ard Boyz	10	7+	2/-1	Choppas				



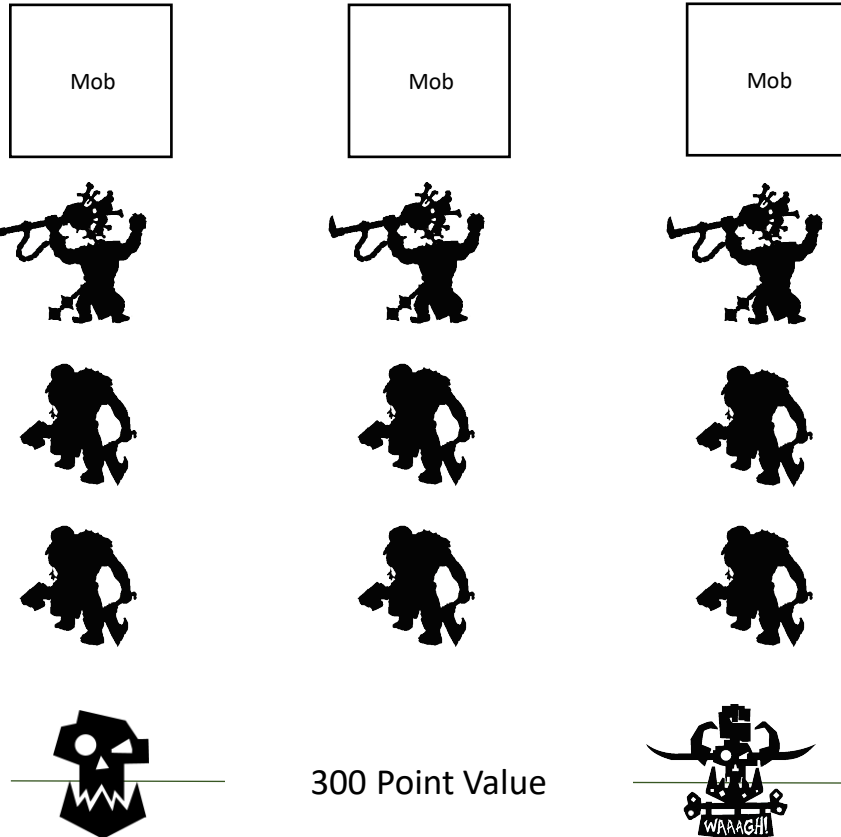
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

SPECIAL FORMATION

WARPHEAD MOB

The Warhead Mob consists of 3 Warhead formations of 1 Warhead stand and 2 'Ard Choppa Boyz stands.

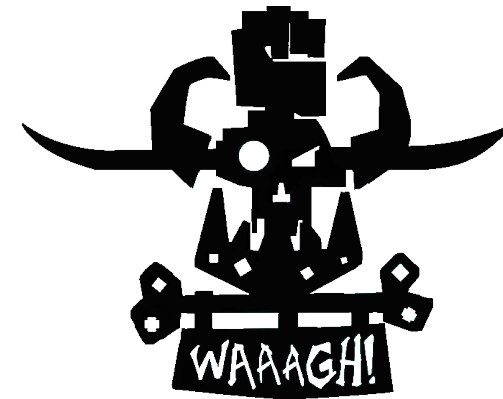


WARPHEAD MOB

Break Point +4: The Mob adds +4 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
Warpboyz	10	7+	3/-1	CC Weapons				[P2]
Choppa 'ard Boyz	10	7+	2/-1	Choppas				



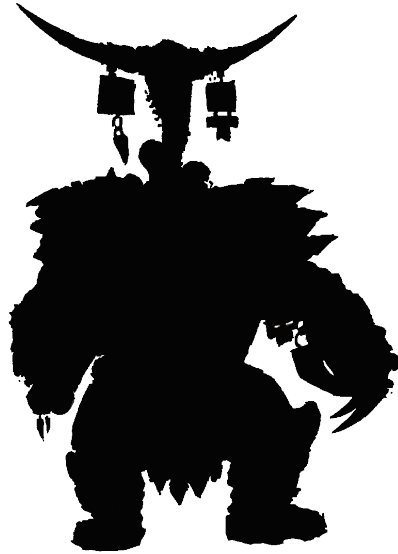
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

SPECIAL FORMATION

WARLORD

Consists of 1 Warlord stand



FREE

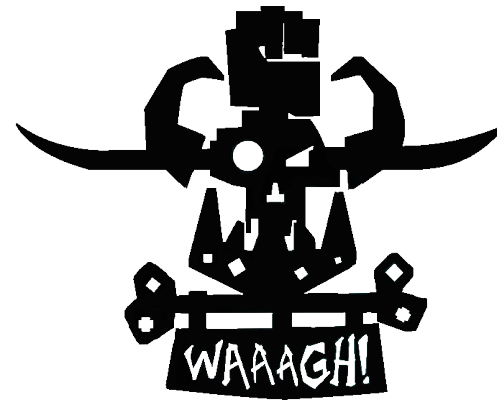


WARLORD

Break Point +1: The Warlord adds +1 to the break point of the formation it is added to.

Morale Value 5+: Warlords have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warlord	10	3[5]+	5/-3	Kustom Kombi Shoota [A]	25	4	-3	[HQ3],[R], Special



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

SPECIAL FORMATION

BLAKK THUNDA

Consists of 1 Blakk Thunda model



350 Point Value



BLAKK THUNDA

Break Point +1: Blakk Thunda adds +1 to the break point of the formation it is added to.

Morale Value 5+: Blakk Thunda has a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Blakk Thunda	20	1+	6/-4	2x Gigashoota Kannon	25/50	2x1-10	-1	[DR6],[TR6], Special
				2x Skullhamma Kannon	30/60	B4	-3	
				Deth Kannon [Dmg+2]	35/70	B2	-4	
					25	4	-2	
				Rokkits [A]	10	6	-1	
				Scorcha [FW]	25	8	-1	
				Anti-personnel				



+4 Victory Points

Your opponent gains +4VP when attached formation is broken

SPECIAL FORMATION

BLASTA BOMMA SQUADRON

Squadron consists of 3 Blasta Bommias



450 Point Value

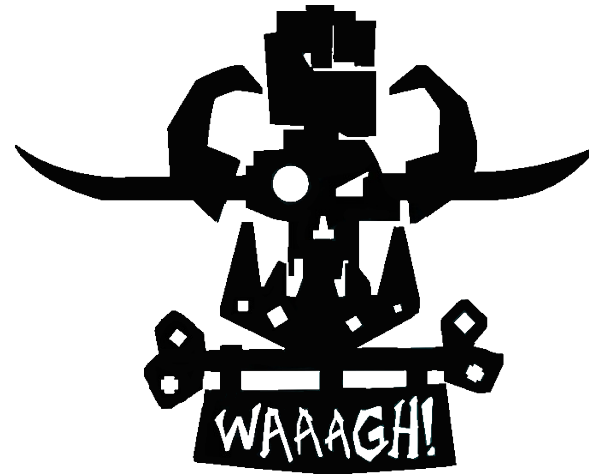


BLASTA BOMMA SQUADRON

Break Point 1: The Squadron is broken if it has lost 1 model. Once the Squadron 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
Blasta bomma	[F]	6+	3/-1	Death Arsenal	30/60	1-10TL	-3	[DR3],[TR6], Special
				Supa Rokkits	35/70	1	-2	
				Anti-personnel	25	10	-1	



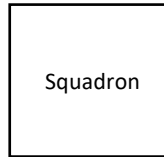
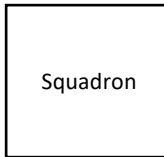
Victory Points 5 VP

Your opponent gains 3VPs when this Squadron is broken

SPECIAL FORMATION

BLASTA BOMMA WING

The Wing consists of 2 Squadrons of 3 Blasta Bommias



850 Point Value

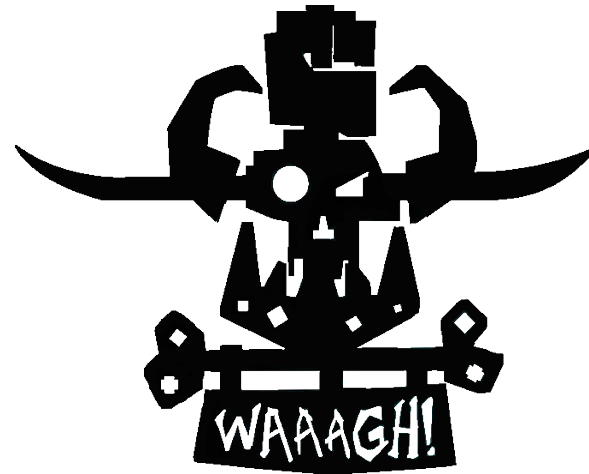


BLASTA BOMMA WING

Break Point 2: The Wing is broken if it has lost 2 models. Once the Wing 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
Blasta bomma	[F]	6+	3/-1	Death Arsenal	30/60	1-10TL	-3	[DR3],[TR6], Special
				Supa Rokkits	35/70	1	-2	
				Anti-personnel	25	10	-1	



Victory Points 9 VP

Your opponent gains 5VPs when this Squadron is broken

SPECIAL FORMATION

BLASTA BOMMA AIR FORCE

The Air Force consists of 3 Squadrons of 3 Blasta Bommas

Squadron

Squadron

Squadron



1300 Point Value

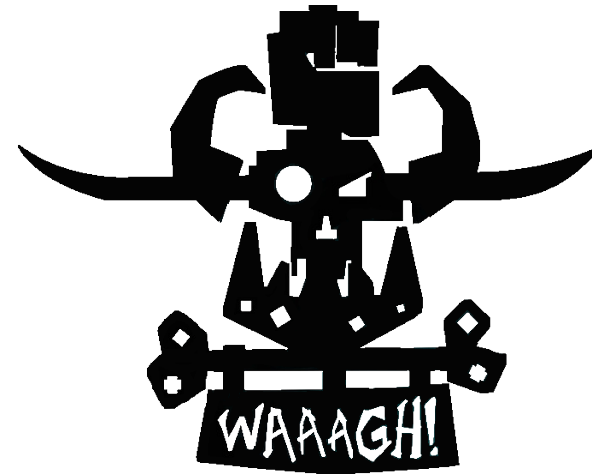


BLASTA BOMMA AIR FORCE

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
Blasta bomma	[F]	6+	3/-1	Death Arsenal	30/60	1-10TL	-3	[DR3],[TR6], Special
				Supa Rokkits	35/70	1	-2	
				Anti-personnel	25	10	-1	



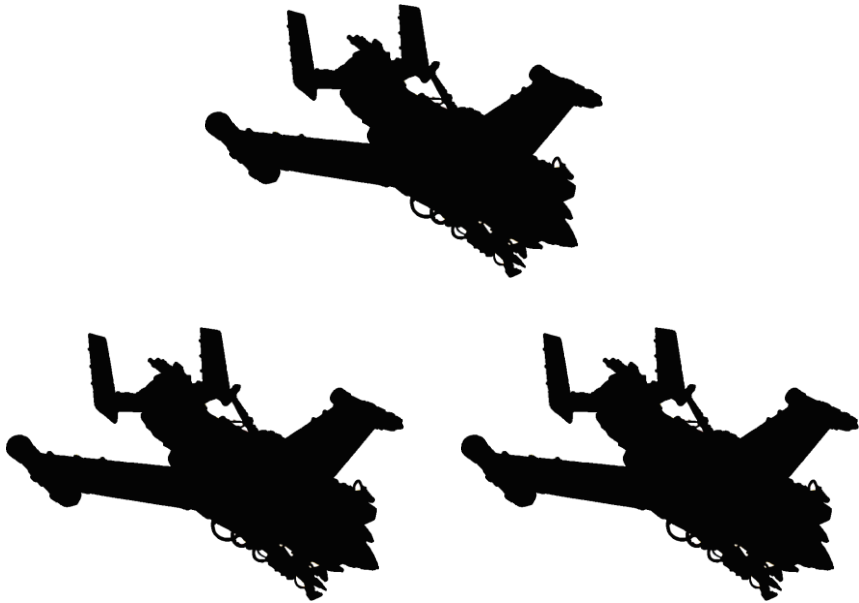
Victory Points 13 VP

Your opponent gains 7VPs when this Squadron is broken

SPECIAL FORMATION

BLASTA JET SQUADRON

Squadron consists of 3 Blasta Jets



200 Point Value

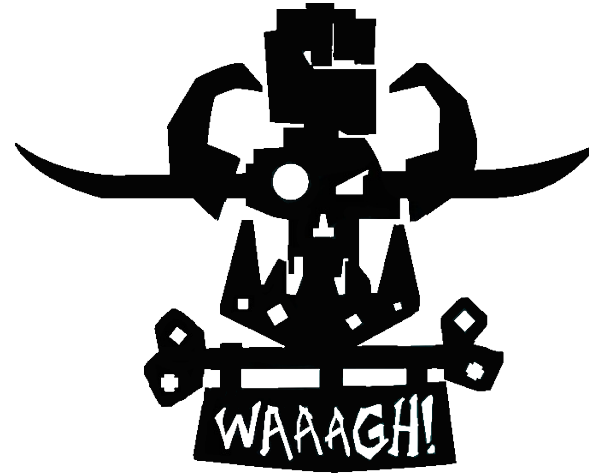


BLASTA JET SQUADRON

Break Point 1: The Squadron is broken if it has lost 1 model. Once the Squadron 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
Blasta Jet	[F]	6[8]+	2/-2	Zzap gun	20/35	1	-2	
				2x Kannonns	20/35	2xB0	-2	
				Anti-personnel	25	2	-1	



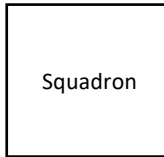
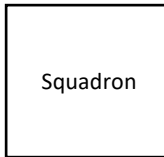
Victory Points 2 VP

Your opponent gains 1VPs when this Squadron is broken

SPECIAL FORMATION

BLASTA JET WING

The Wing consists of 2 Squadrons of 3 Blasta Jets



400 Point Value

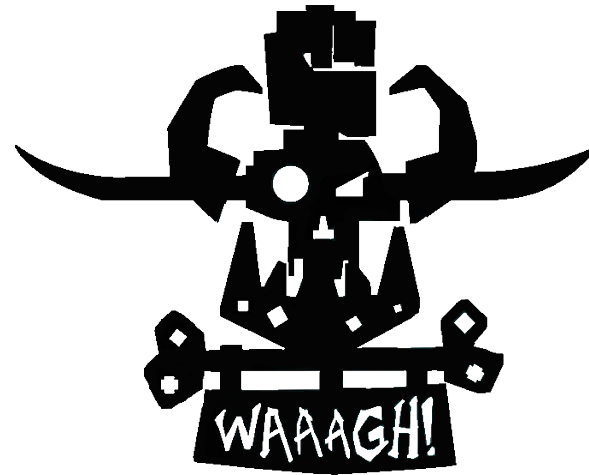


BLASTA JET WING

Break Point 2: The Wing is broken if it has lost 2 models. Once the Wing 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
Blasta Jet	[F]	6[8]+	2/-2	Zzap gun	20/35	1	-2	
				2x Kannon	20/35	2xB0	-2	
				Anti-personnel	25	2	-1	



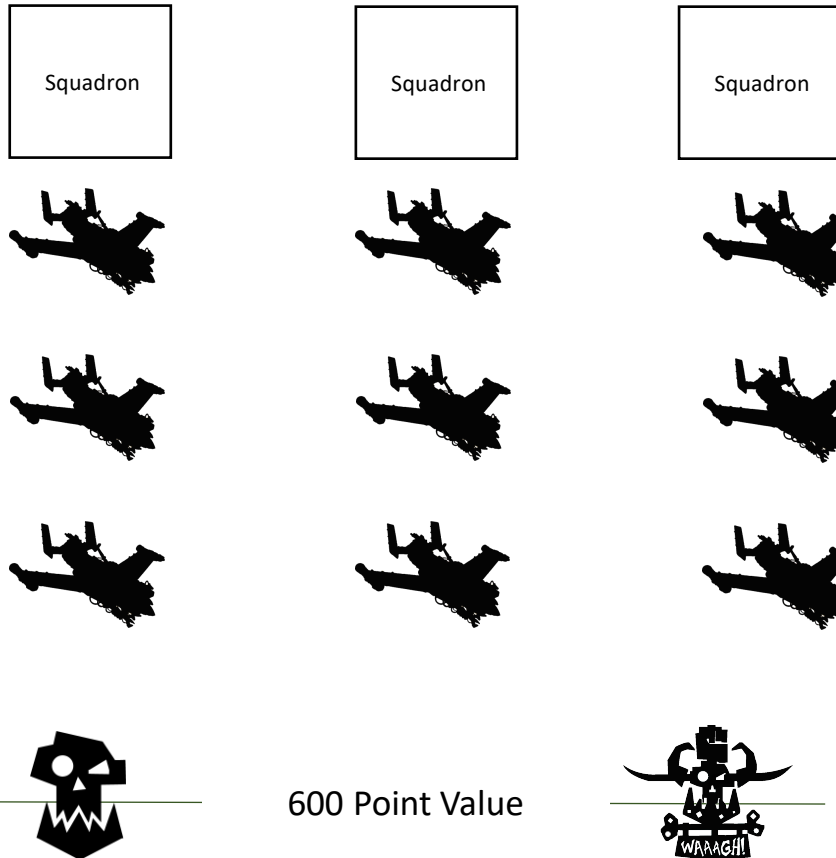
Victory Points 4 VP

Your opponent gains 2VPs when this Squadron is broken

SPECIAL FORMATION

BLASTA JET AIR FORCE

The Air Force consists of 3 Squadrons of 3 Blasta Jets

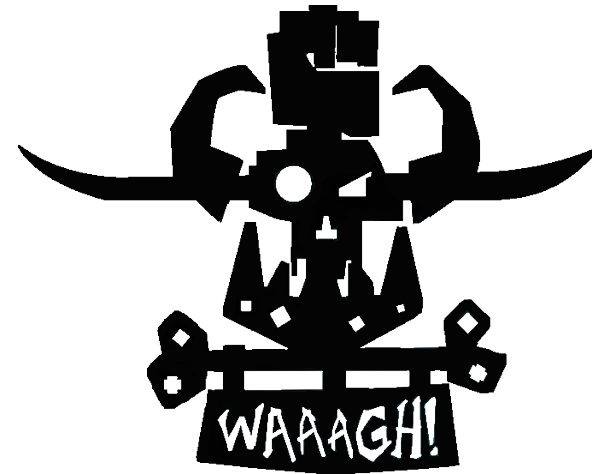


BLASTA JET AIR FORCE

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
Blasta Jet	[F]	6[8]+	2/-2	Zzap gun	20/35	1	-2	
				2x Kannonns	20/35	2xB0	-2	
				Anti-personnel	25	2	-1	



Victory Points 6 VP

Your opponent gains 3VPs when this Squadron is broken

SPECIAL FORMATION

DAKKA JET SQUADRON

Squadron consists of 3 Dakka Jets



150 Point Value

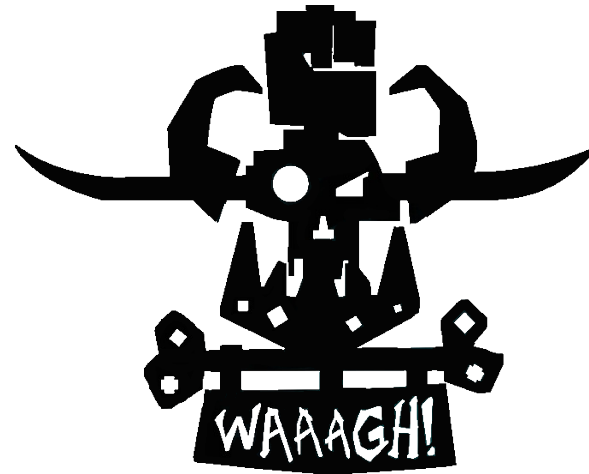


DAKKA JET SQUADRON

Break Point 1: The Squadron is broken if it has lost 1 model. Once the Squadron 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
Dakka Jet	[F]	6+	3/-1	Anti-personnel	25	6	-1	



Victory Points 2 VP

Your opponent gains 1VPs when this Squadron is broken

SPECIAL FORMATION

DAKKA JET WING

The Wing consists of 2 Squadrons of 3 Dakka Jets

Squadron



Squadron



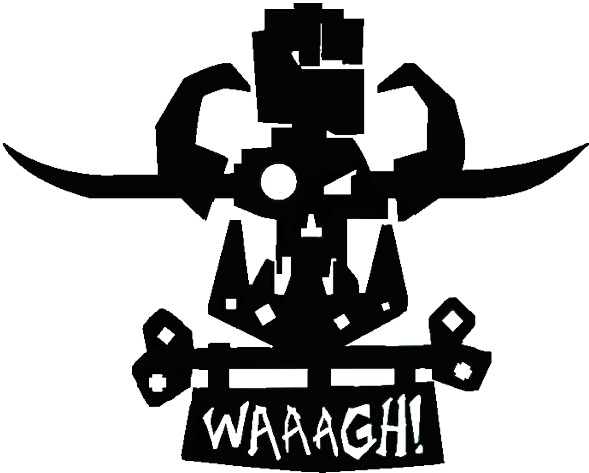
350 Point Value

DAKKA JET WING

Break Point 2: The Wing is broken if it has lost 2 models. Once the Wing 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
Dakka Jet	[F]	6+	3/-1	Anti-personnel	25	6	-1	



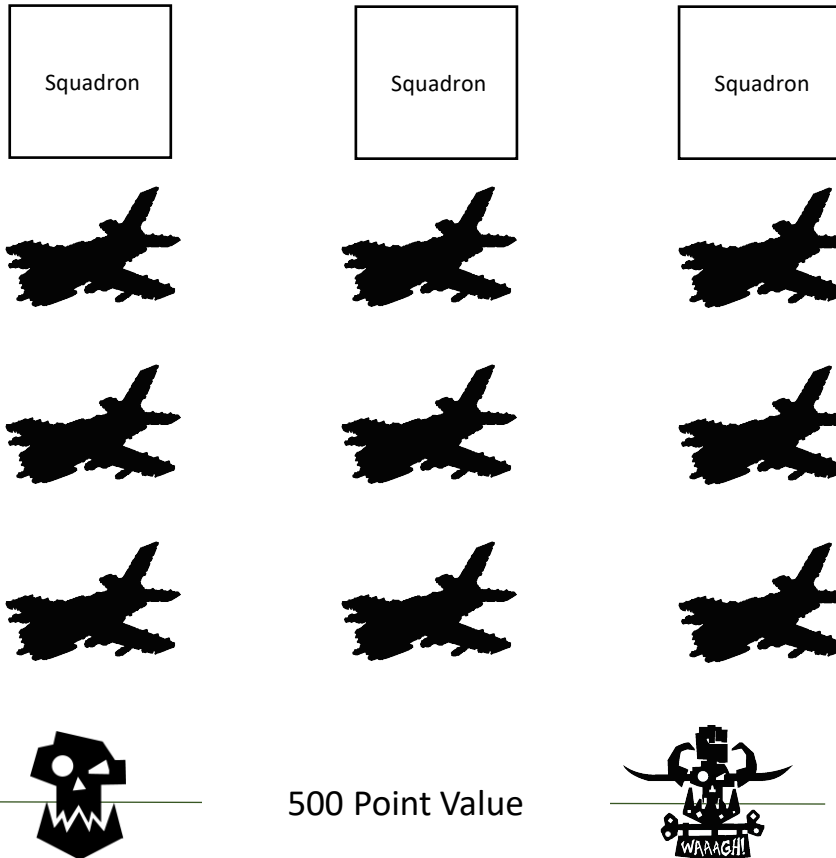
Victory Points 4 VP

Your opponent gains 2VPs when this Squadron is broken

SPECIAL FORMATION

DAKKA JET AIR FORCE

The Air Force consists of 3 Squadrons of 3 Dakka Jets

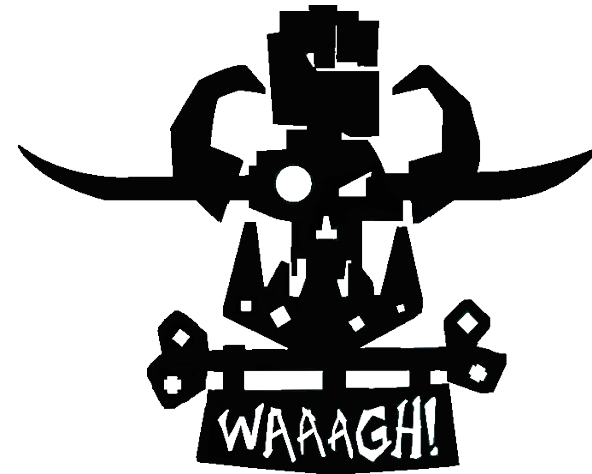


DAKKA JET AIR FORCE

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
Dakka Jet	[F]	6+	3/-1	Anti-personnel	25	6	-1	



Victory Points 5 VP

Your opponent gains 3VPs when this Squadron is broken

SPECIAL FORMATION

'EAVY BOMMA SQUADRON

Squadron consists of 3 'Eavy Bommias



450 Point Value

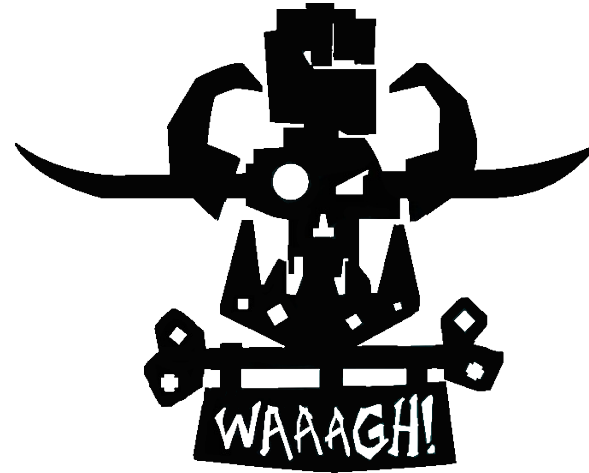


'EAVY BOMMA SQUADRON

Break Point 1: The Squadron is broken if it has lost 1 model. Once the Squadron 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
Eavy bomma	[F]	6+	3/-1	Grot Bombs	35/70	B2	-2	[DR3],[TR8], Special
				Boom Bombs	0	2xB2	-2	
				Anti-personnel	25	12	-1	



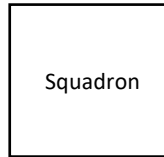
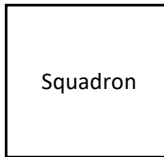
Victory Points 5 VP

Your opponent gains 3VPs when this Squadron is broken

SPECIAL FORMATION

'EAVY BOMMA WING

The Wing consists of 2 Squadrons of 3 'Eavy Bommas



850 Point Value

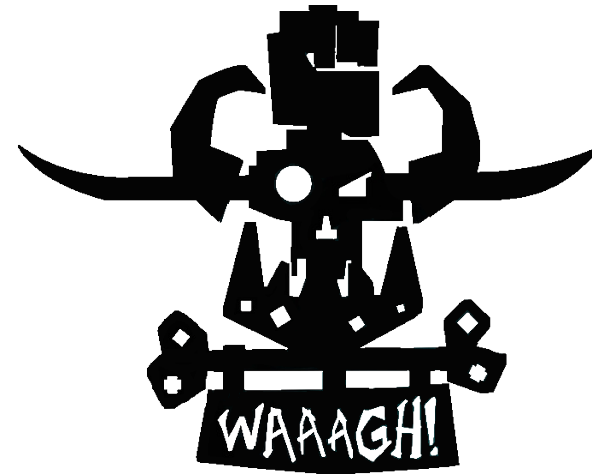


'EAVY BOMMA WING

Break Point 2: The Wing is broken if it has lost 2 models. Once the Wing 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
Eavy bomma	[F]	6+	3/-1	Grot Bombs	35/70	B2	-2	[DR3],[TR8], Special
				Boom Bombs	0	2xB2	-2	
				Anti-personnel	25	12	-1	



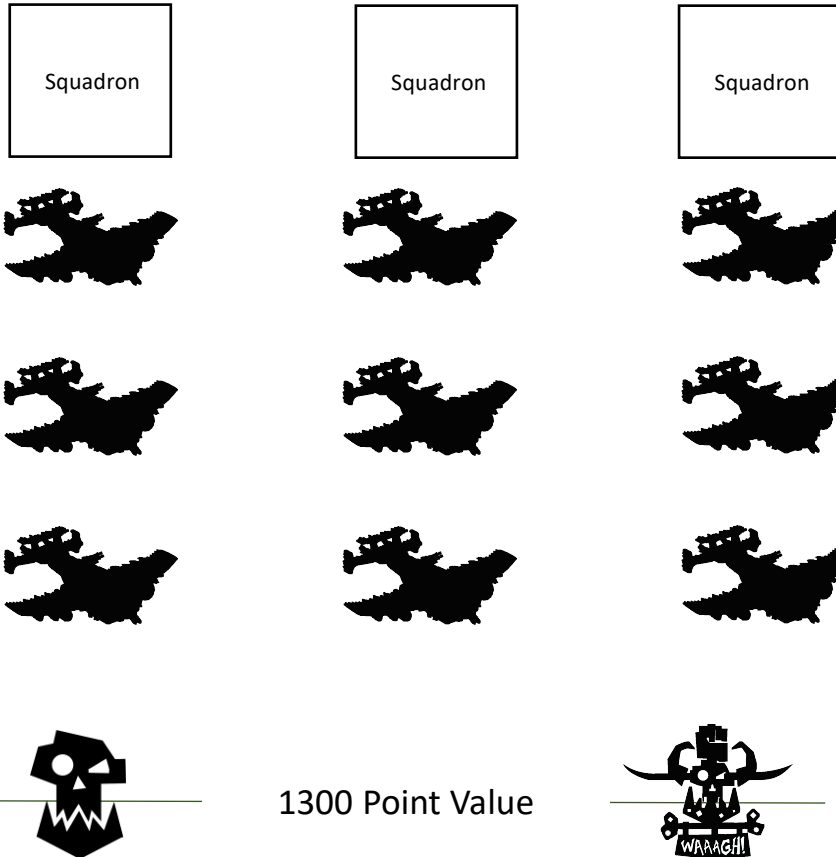
Victory Points 9 VP

Your opponent gains 5VPs when this Squadron is broken

SPECIAL FORMATION

'EAVY BOMMA AIR FORCE

The Air Force consists of 3 Squadrons of 3 'Eavy Bommas

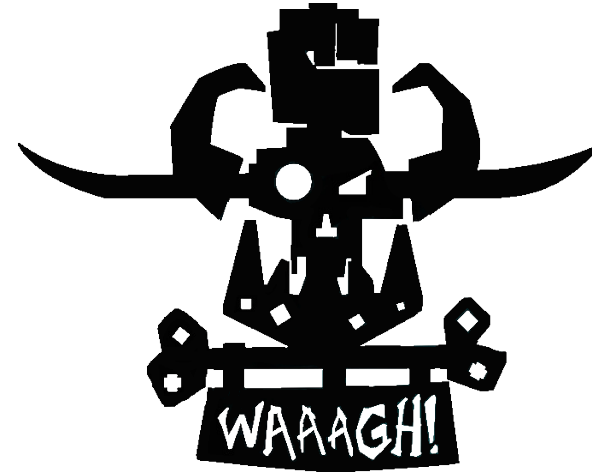


'EAVY BOMMA AIR FORCE

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
Eavy bomma	[F]	6+	3/-1	Grot Bombs	35/70	B2	-2	[DR3],[TR8], Special
				Boom Bombs	0	2xB2	-2	
				Anti-personnel	25	12	-1	



Victory Points 13 VP

Your opponent gains 7VPs when this Squadron is broken

SPECIAL FORMATION

FIGHTA SQUADRON

Squadron consists of 3 Fightas



100 Point Value

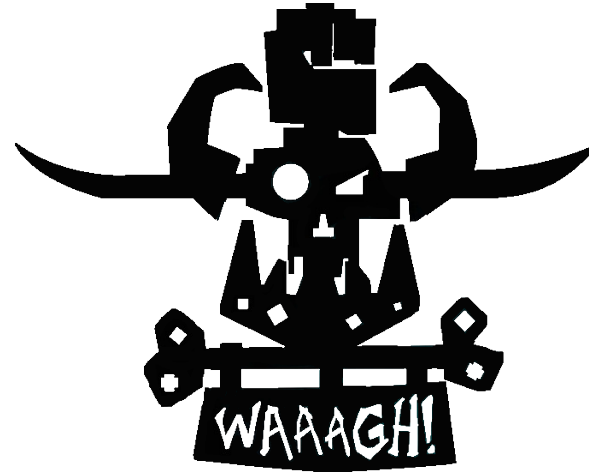


FIGHTA SQUADRON

Break Point 1: The Squadron is broken if it has lost 1 model. Once the Squadron 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
Fighta	[F]	7+	1/-1	Rokkits	25	1	-2	
				Anti-personnel	25	2	-1	



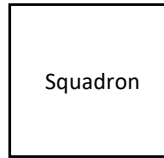
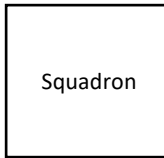
Victory Points 1 VP

Your opponent gains 1VPs when this Squadron is broken

SPECIAL FORMATION

FIGHTA WING

The Wing consists of 2 Squadrons of 3 Fightas



250 Point Value

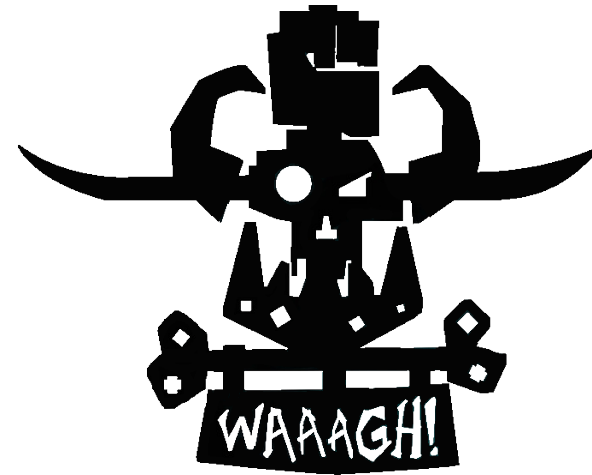


FIGHTA WING

Break Point 2: The Wing is broken if it has lost 2 models. Once the Wing 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	



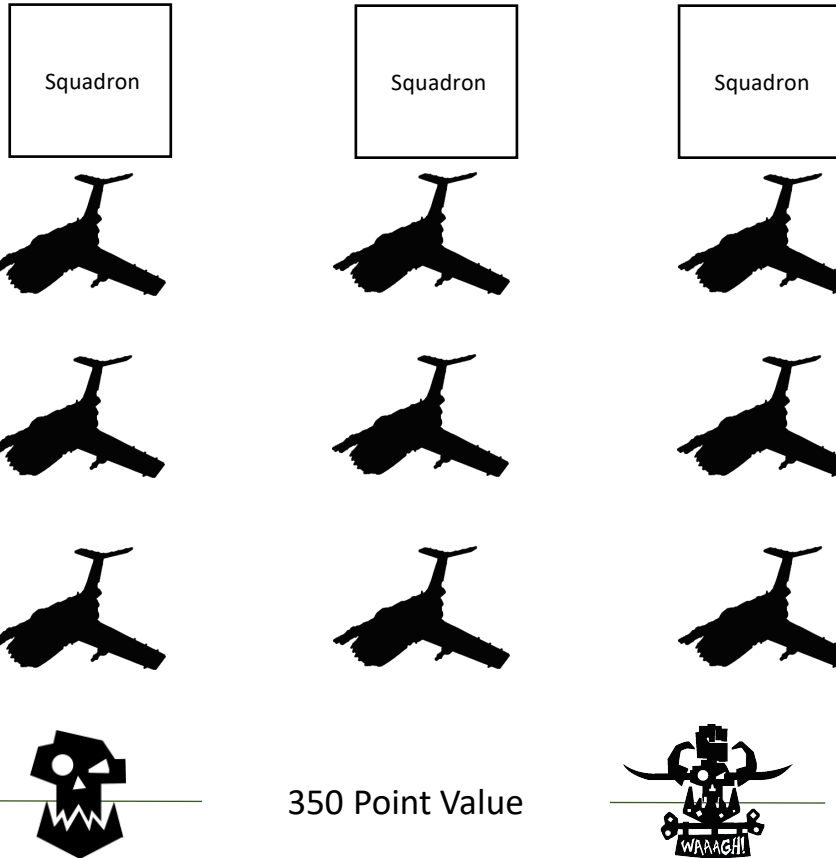
Victory Points 3 VP

Your opponent gains 2VPs when this Squadron is broken

SPECIAL FORMATION

FIGHTA AIR FORCE

The Air Force consists of 3 Squadrons of 3 Fightas

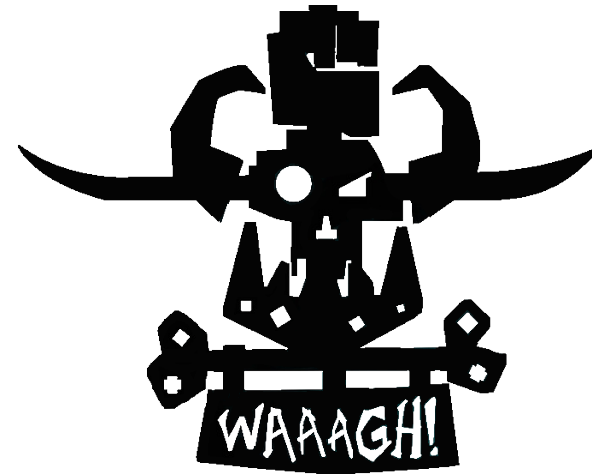


FIGHTA AIR FORCE

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	



Victory Points 4 VP

Your opponent gains 2VPs when this Squadron is broken

SPECIAL FORMATION

FIGHTA BOMMA SQUADRON TYPE 1

Squadron consists of 3 Fighta Bommas Type 1



200 Point Value

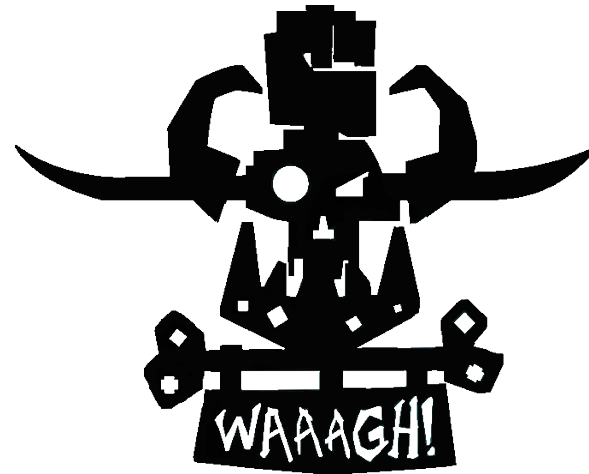


FIGHTA BOMMA SQUADRON TYPE 1

Break Point 1: The Squadron is broken if it has lost 1 model. Once the Squadron 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
Fighta Bommer Type 1	[F]	6+	2/-1	Rokkits	25	2	-2	
				Burna Bombs [FW]	0	B1	-1	
				Anti-personnel	25	4	-1	



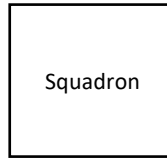
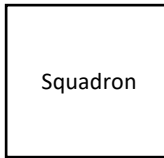
Victory Points 2 VP

Your opponent gains 1VPs when this Squadron is broken

SPECIAL FORMATION

FIGHTA BOMMA WING TYPE 1

The Wing consists of 2 Squadrons of 3 Fighta Bomma Type 1



400 Point Value

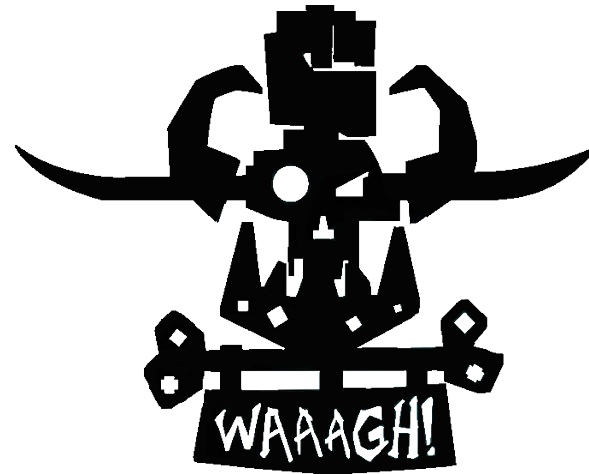


FIGHTA BOMMA WING TYPE 1

Break Point 2: The Wing is broken if it has lost 2 models. Once the Wing 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 Bommer Type 1	[F]	6+	2/-1	Rokkits	25	2	-2	
				Burna Bombs [FW]	0	B1	-1	
				Anti-personnel	25	4	-1	



Victory Points 4 VP

Your opponent gains 2VPs when this Squadron is broken

SPECIAL FORMATION

FIGHTA BOMMA AIR FORCE TYPE 1

The Air Force consists of 3 Squadrons of 3 Fighta Bommas Type 1

Squadron

Squadron

Squadron



550 Point Value

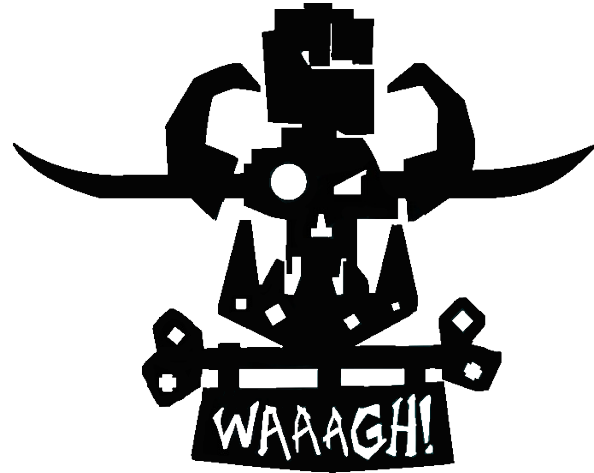


FIGHTA BOMMA AIR FORCE TYPE 1

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 Bommer Type 1	[F]	6+	2/-1	Rokkits	25	2	-2	
				Burna Bombs [FW]	0	B1	-1	
				Anti-personnel	25	4	-1	



Victory Points 6 VP

Your opponent gains 3VPs when this Squadron is broken

SPECIAL FORMATION

FIGHTA BOMMA SQUADRON TYPE 2

Squadron consists of 3 Fighta Bommas Type 2



200 Point Value

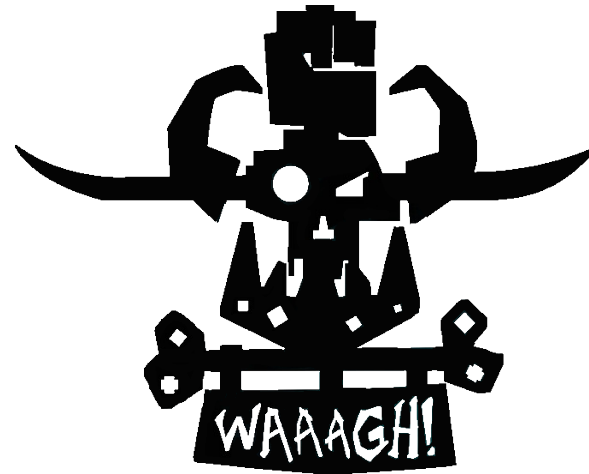


FIGHTA BOMMA SQUADRON TYPE 2

Break Point 1: The Squadron is broken if it has lost 1 model. Once the Squadron 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
Fighta Bommer Type 2	[F]	6+	2/-1	Rokkits	25	2	-2	
				Boom Bombs [Str+1]	0	B2	-2	
				Anti-personnel	25	4	-1	



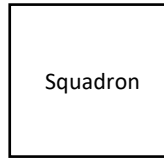
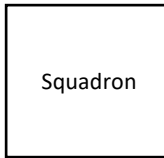
Victory Points 2 VP

Your opponent gains 1VPs when this Squadron is broken

SPECIAL FORMATION

FIGHTA BOMMA WING TYPE 2

The Wing consists of 2 Squadrons of 3 Fighta Bomma Type 2



400 Point Value

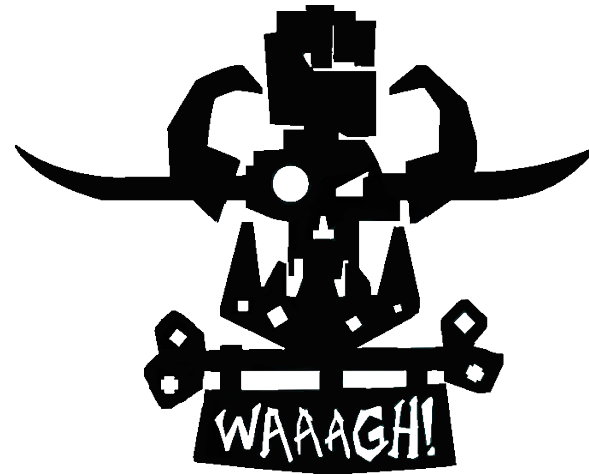


FIGHTA BOMMA WING TYPE 2

Break Point 2: The Wing is broken if it has lost 2 models. Once the Wing 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 Bommer Type 2	[F]	6+	2/-1	Rokkits	25	2	-2	
				Boom Bombs [Str+1]	0	B2	-2	
				Anti-personnel	25	4	-1	



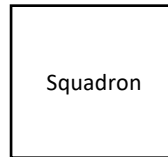
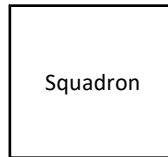
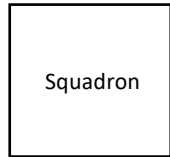
Victory Points 4 VP

Your opponent gains 2VPs when this Squadron is broken

SPECIAL FORMATION

FIGHTA BOMMA AIR FORCE TYPE 2

The Air Force consists of 3 Squadrons of 3 Fighta Bommas Type 2



550 Point Value

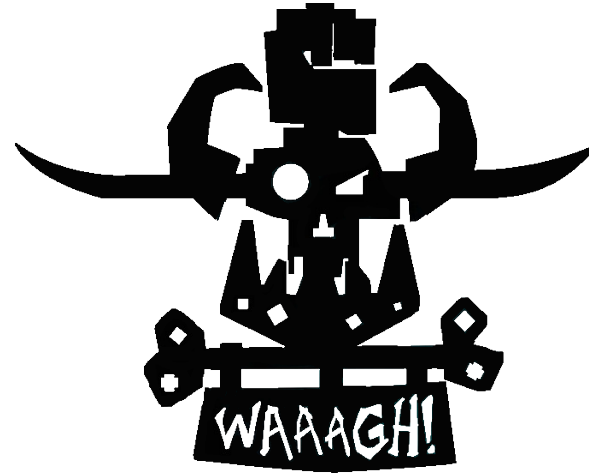


FIGHTA BOMMA AIR FORCE TYPE 2

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 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

SPECIAL FORMATION

MEGA BOMMA

Consists of 1 Mega Bomma



200 Point Value

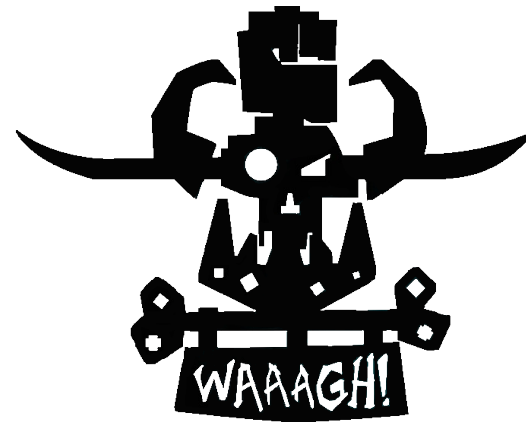


MEGA BOMMA

Break Point 1: The Mega Bomma is broken when its destroyed.

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 Bomma	[F]	5+	5/-1	Flacka Gunz [AA]	25/50	2x2TL1	-2	[DR5],[TR16], Special
				3x Boom Bomb [Str+1]	0	3xB2	-2	
				Mega bomb [Dmg+3]	0	B1-10	-5	
				Supa Rokkits	35/70	1	-2	
				Anti-personnel	25	13	-1	



Victory Points 2 VP

Your opponent gains 1VPs when this Squadron is broken

SPECIAL FORMATION

MEGA BOMMA SQUADRON

The Squadron consists of 3 Mega Bommas



650 Point Value

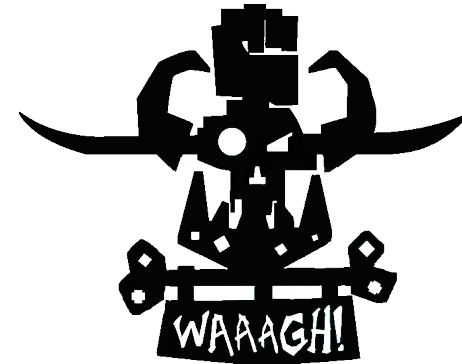


MEGA BOMMA SQUADRON

Break Point 1: The Squadron is broken if it has lost 1 model. Once the Squadron 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
Mega Bomma	[F]	5+	5/-1	Flacka Gunz [AA]	25/50	2x2TL1	-2	[DR5],[TR16], Special
				3x Boom Bomb [Str+1]	0	3xB2	-2	
				Mega bomb [Dmg+3]	0	B1-10	-5	
				Supa Rokkits	35/70	1	-2	
Anti-personnel	25	13	-1					



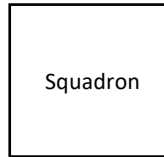
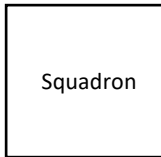
Victory Points 7 VP

Your opponent gains 4VPs when this Squadron is broken

SPECIAL FORMATION

MEGA BOMMA WING

The Wing consists of 2 Squadrons of 3 Mega Bommas



1300 Point Value



MEGA BOMMA WING

Break Point 2: The Wing is broken if it has lost 2 models. Once the Wing 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
Mega Bomma	[F]	5+	5/-1	Flacka Gunz [AA]	25/50	2x2TL1	-2	[DR5],[TR16], Special
				3x Boom Bomb [Str+1]	0	3xB2	-2	
				Mega bomb [Dmg+3]	0	B1-10	-5	
				Supa Rokkits	35/70	1	-2	
Anti-personnel	25	13	-1					



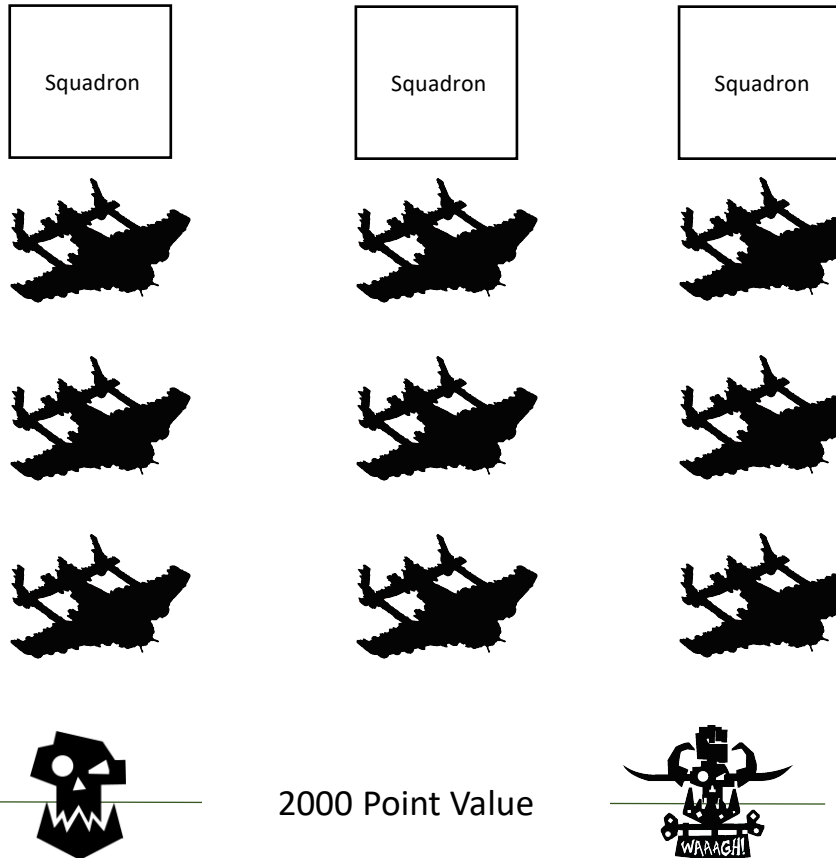
Victory Points 13 VP

Your opponent gains 7VPs when this Squadron is broken

SPECIAL FORMATION

MEGA BOMMA AIR FORCE

The Air Force consists of 3 Squadrons of 3 Mega Bommas

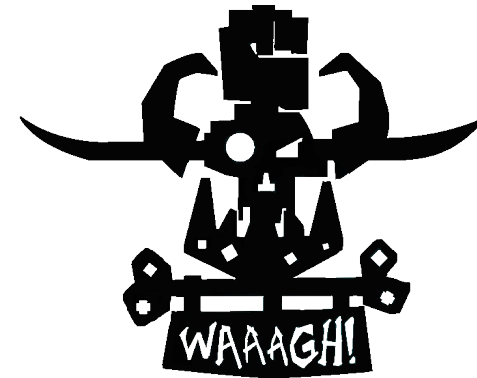


MEGA BOMMA AIR FORCE

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
Mega Bomma	[F]	5+	5/-1	Flacka Gunz [AA]	25/50	2x2TL1	-2	[DR5],[TR16], Special
				3x Boom Bomb [Str+1]	0	3xB2	-2	
				Mega bomb [Dmg+3]	0	B1-10	-5	
				Supa Rokkits	35/70	1	-2	
Anti-personnel	25	13	-1					



Victory Points 20 VP

Your opponent gains 10VPs when this Squadron is broken

SPECIAL FORMATION

MEGA GARGANT

Consists of 1 Mega Gargant



1500 Point Value



MEGA GARGANT

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
Mega-Gargant	10	0+	12/-5	12	3	4*	8	8	18	1500 15VP



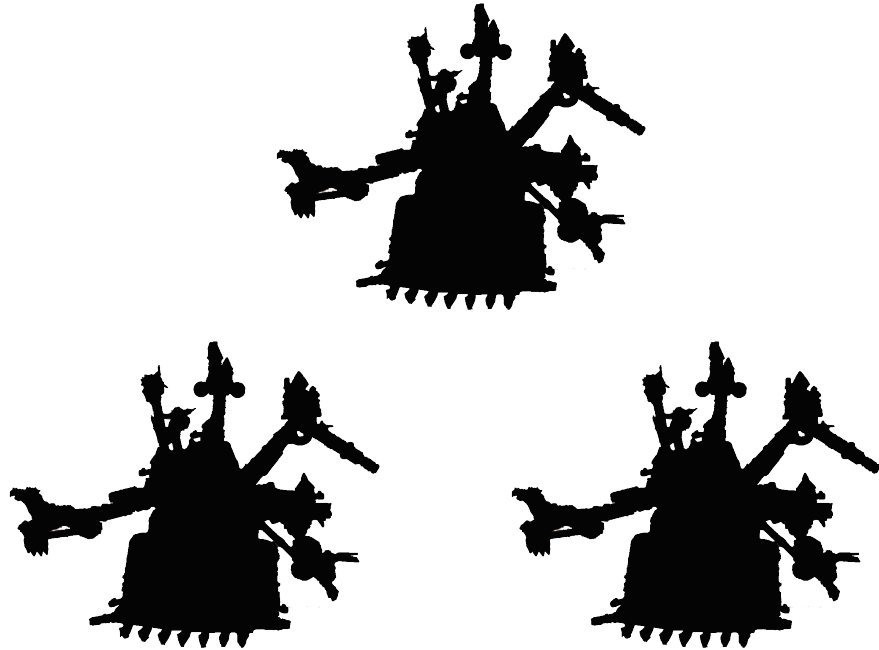
Victory Points 15

Your opponent gains 15VP when the Gargant is destroyed

SPECIAL FORMATION

MEGA GARGANT MOB

The Mob consists of 3 Mega Gargant



4500 Point Value

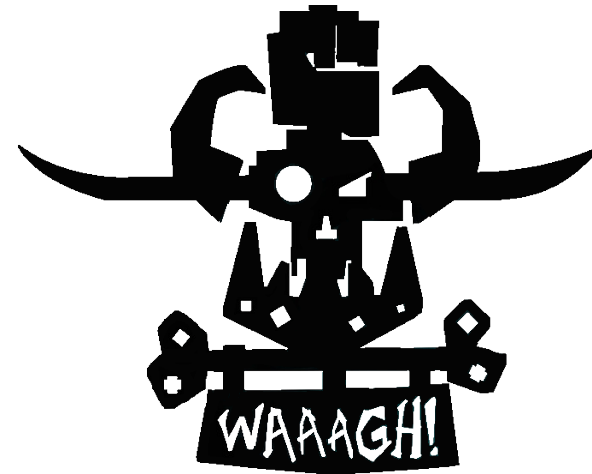


MEGA GARGANT MOB

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
Mega-Gargant	10	0+	12/-5	12	3	4*	8	8	18	1500 15VP



Victory Points 45

Your opponent gains 15VP per Gargant destroyed

SPECIAL FORMATION

BOSS SNIKROT

Consists of 1 Boss Snikrot stand and 2 Nobz stands



150 Point Value



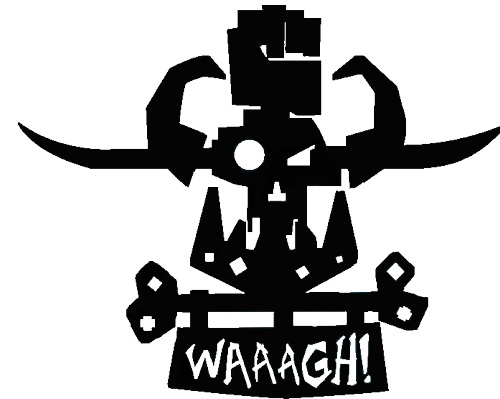
BOSS SNIKROT

Break Point +2: Boss Snikrot adds +2 to the break point of the formation it is added to.

Morale Value 5+: Boss Snikrot have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Boss Snikrot	10	4[6]+	4/-3	Mork's Teeth CC Weapons	-	-	-	[HQ2],[FR],[AG],[IF],[SH],[R],[MB], Special*
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]

*Ork formations gain +1 bonus to reserve rolls.



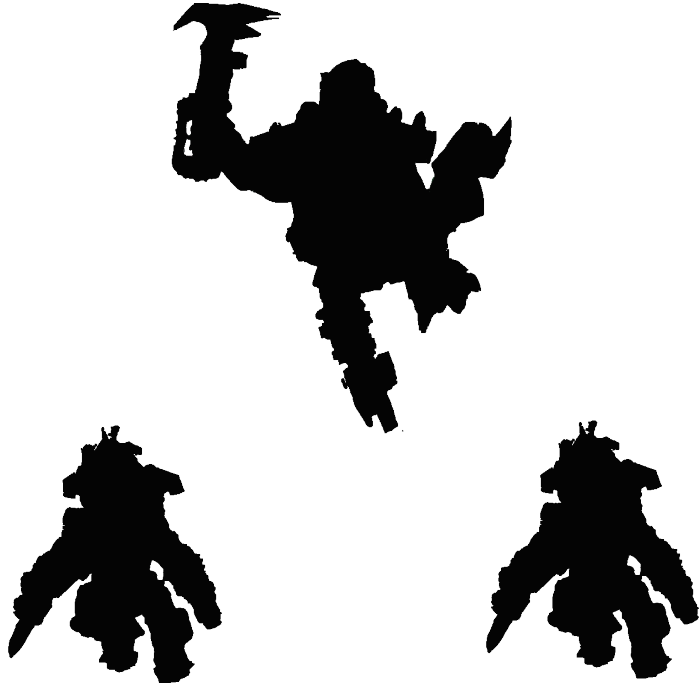
+2 Victory Points

Your opponent gains +2VP when attached formation is broken

SPECIAL FORMATION

BOSS ZAGSTRUCK

Consists of 1 Boss Zagstruck stand and 2 Nobz stands



100 Point Value



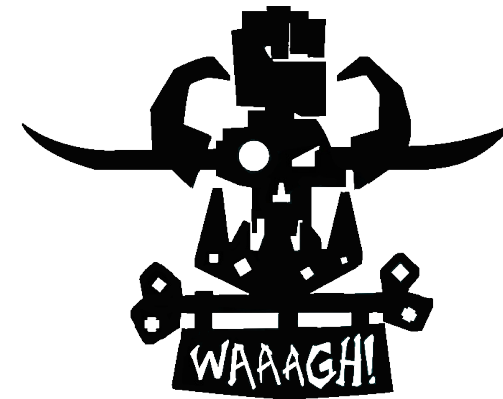
BOSS ZAGSTRUCK

Break Point +2: Boss Zagstruck adds +2 to the break point of the formation it is added to.

Morale Value 5+: Boss Zagstruck have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Boss Zagstruck	10[J]	3+	4/-3	CC Weapons	-	-	-	[HQ2],[RA] Special*
Nobz	10[J]	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]

*Jump pack [J] gains an additional 3d10cms movement on charge orders



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

SPECIAL FORMATION

BURZURUK BIG MEK

Consists of 1 Burzuruk Big Mek stand and 2 Mega Nobz stands



200 Point Value

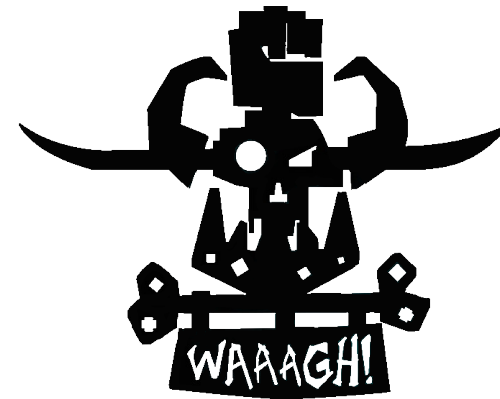


BURZURUK BIG MEK

Break Point +2: Burzuruk Big Mek adds +2 to the break point of the formation it is added to.

Morale Value 5+: Burzuruk Big Mek have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Burzuruk Big Mek	10	3[5]+	4/-3	Greasy gun [A,IC]	15	4	-2	[HQ2],[MK]
Mega Nobz	10	3+	3/-3	Kombi Shoota [A]	20	3	-2	[HQ1],[R]



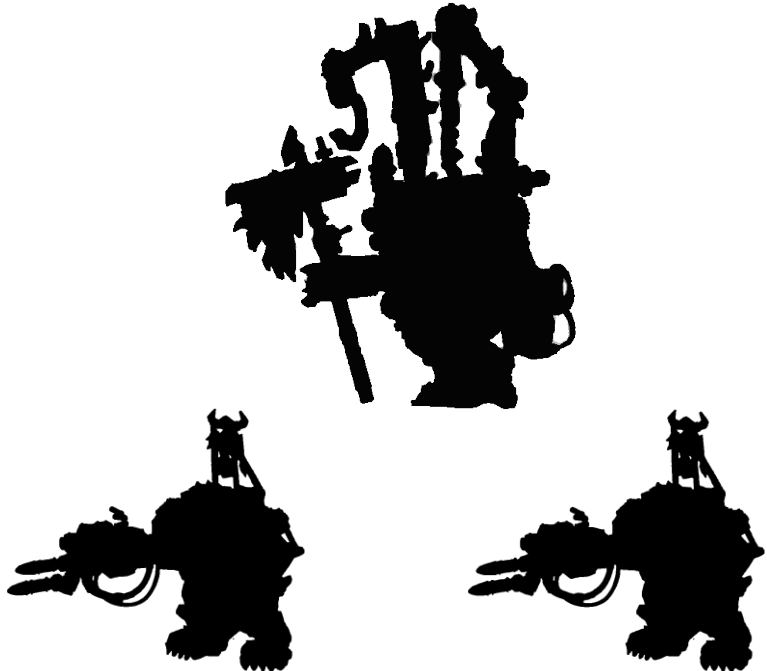
+2 Victory Points

Your opponent gains +2VP when attached formation is broken

SPECIAL FORMATION

BUZZGOB BIG MEK

Consists of 1 Buzzgob Big Mek stand and 2 Mega Nobz stands



200 Point Value

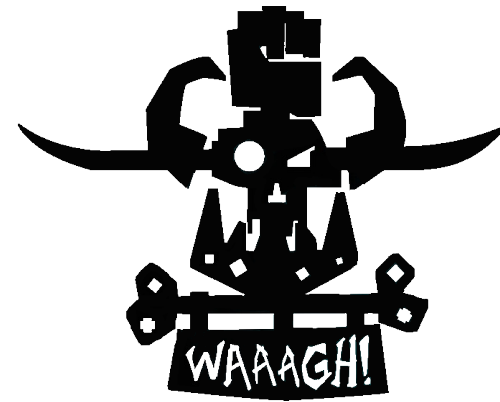


BUZZGOB BIG MEK

Break Point +2: Buzzgob Big Mek adds +2 to the break point of the formation it is added to.

Morale Value 5+: Buzzgob Big Mek have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
BuzzGob Big Mek	10	3[5]+	4/-3	Shock Attack Gun	30/60	B2	-2	[HQ3],[DR2],[MK]
Mega Nobz	10	3+	3/-3	Kombi Shoota [A]	20	3	-2	[HQ1],[R]



+2 Victory Points

Your opponent gains +2VP when attached formation is broken

SPECIAL FORMATION

DA VULCHA SQUAD

Squad consists of 1 Boss Zagstruck stand, 2 Nobz stands, 15 Stormboyz and 1 Da Vulcha Mega Bomma.



550 Point Value

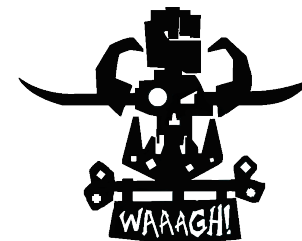


DA VULCHA SQUAD

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

Morale Value 5+: Boss Zagstruck have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Boss Zagstruck	15[J]	3+	4/-3	CC Weapons	-	-	-	[HQ2], Special
Nobz	15[J]	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Stormboyz	15[J]	9+	2/-1	CC Weapons	-	-	-	Special
Da Vulcha	[F]	5+	5/-1	Flacka Gunz [AA]	25/50	2x2T L1	-2	[DR5],[TR18], Special
				3x Boom Bomb [Str+1]	0	3xB2	-2	
				Mega bomb [Dmg+3]	0	B1- 10	-5	
				Supa Rokkits	35/70	1	-2	
				Anti-personnel	25	13	-1	



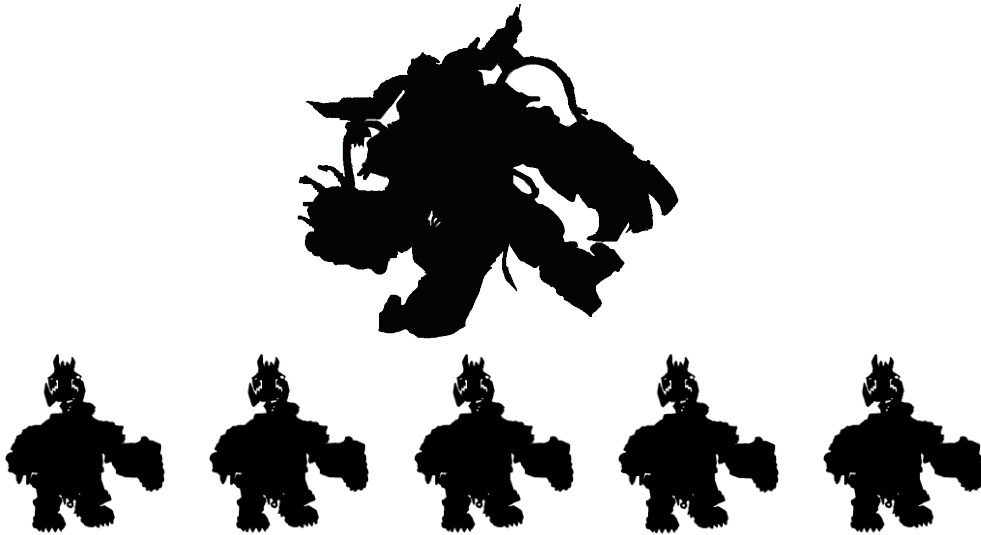
6 Victory Points

Your opponent gains 3 VP when formation is broken

SPECIAL FORMATION

GHAZGHKULL THRAKA

Consists of 1 Ghazghkull Thraka stand and 5 Mega Nobz stands



400 Point Value

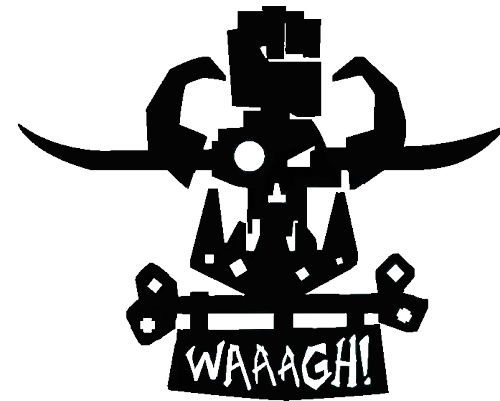


BUZZGOB BIG MEK

Break Point +4: Ghazghkull Thraka adds +4 to the break point of the formation it is added to.

Morale Value 5+: Ghazghkull Thraka have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ghazghkull Thraka	10	2[4]+	6/-5	Kustom Kombi Shoota [A]	25/50	4	-2	[HQ3],[DR2],[IWD],[FR],Special
Mega Nobz	10	3+	3/-3	Kombi Shoota [A]	20	3	-2	[HQ1],[R]



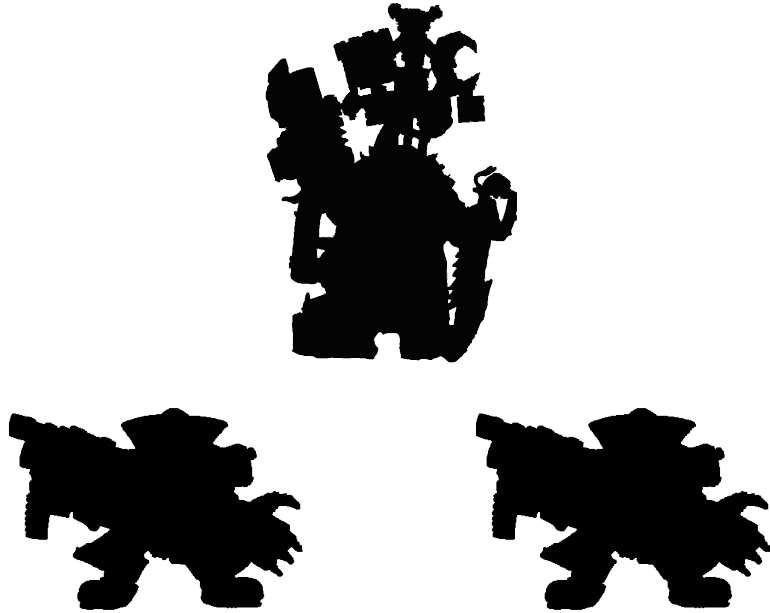
+4 Victory Points

Your opponent gains +4VP when attached formation is broken

SPECIAL FORMATION

KAPTIN BADRUKK

Consists of 1 Kaptin Badrukk stand and 2 Freebooterz Nobz stands



150 Point Value

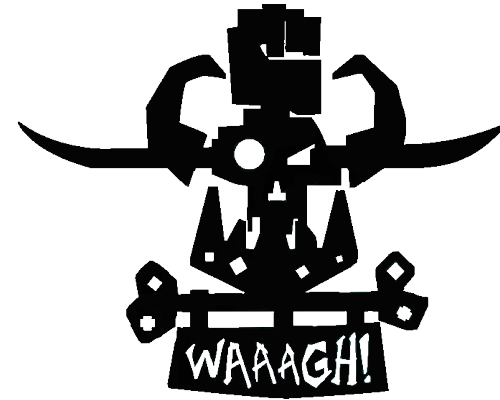


KAPTIN BADRUKK

Break Point +2: Kaptin Badrukk adds +2 to the break point of the formation it is added to.

Morale Value 5+: Kaptin Badrukk have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kaptin Badrukk	10	3[5]+	3/-2	Da Ripa [A,Fire]	25	4	-3	[HQ3],[DR2]
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]



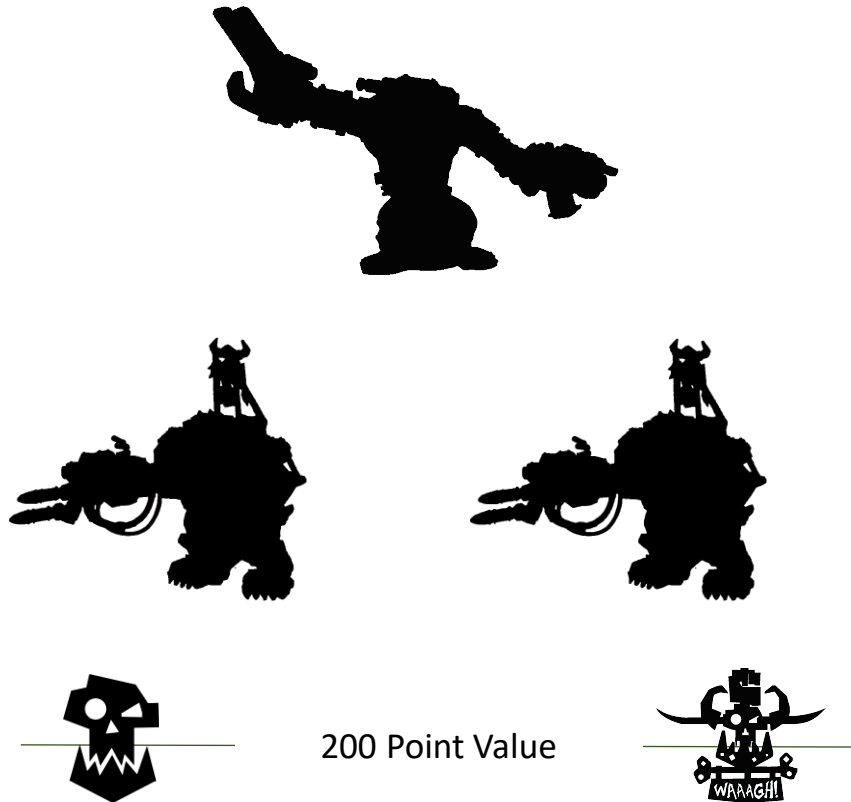
+2 Victory Points

Your opponent gains +2VP when attached formation is broken

SPECIAL FORMATION

MAD DOC GROTSNIK

Consists of 1 Mad Doc Grotsnik stand and 2 Mega Nobz stands



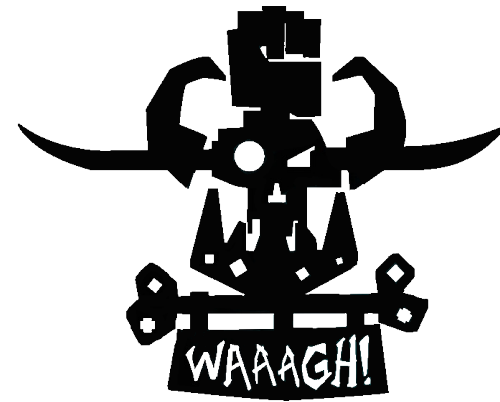
MAD DOC GROTSNIK

Break Point +2: Mad Doc Grotsnik adds +2 to the break point of the formation it is added to.

Morale Value 5+: Mad Doc Grotsnik have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mad Doc Grotsnik	10	3[5]+	3/-3	CC Weapons	-	-	-	[HQ1],[Apo], Special*
Mega Nobz	10	3+	3/-3	Kombi Shoota [A]	20	3	-2	[HQ1],[R]

*Any ork formation he is attached to gains the indomitable [ID] ability



+2 Victory Points

Your opponent gains +2VP when attached formation is broken

SPECIAL FORMATION

THE BEAST

Consists of 1 The Beast model



200 Point Value



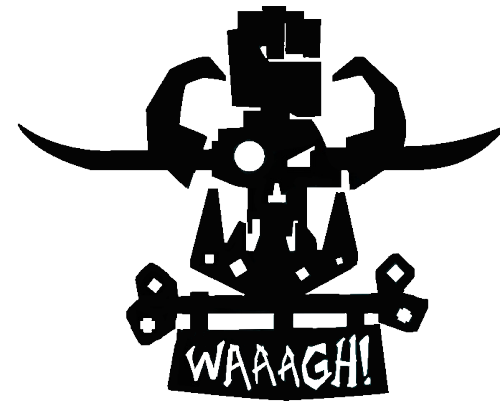
THE BEAST

Break Point +1: The Beast adds +1 to the break point of the formation it is added to.

Morale Value 5+: The Beast have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
The Beast [4]	15	2[4]+	7/-5	Combi-Giga Shoota	25/50	1-10	-2	[HQ3],[DR3],[I WD],[TR], Special*
				Scorcha [FW]	10	2	-1	

*Pinning Class 4.



+2 Victory Points

Your opponent gains +2VP when attached formation is broken

SPECIAL FORMATION

WARBOSS ZHADSNARK DA RIPPA

Consists of 1 Warboss Zhadsnark Da Rippa stand and 2 Nobz Warbike stands



200 Point Value

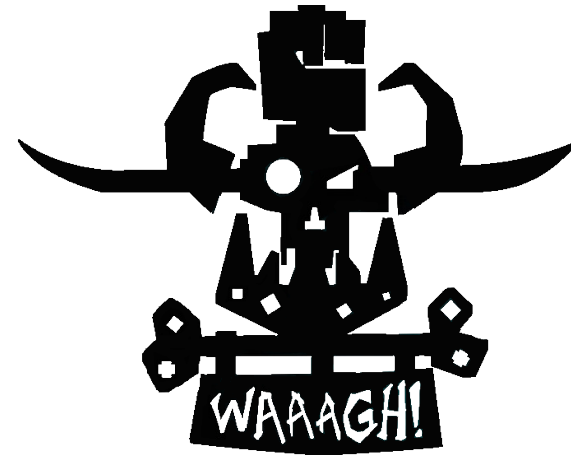


WARBOSS ZHADSNARK DA RIPPA

Break Point +2: Warboss Zhadsnark Da Rippa adds +2 to the break point of the formation it is added to.

Morale Value 5+: Warboss Zhadsnark Da Rippa have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss Zhadsnark Da Rippa	35	3+	4/-4	Combi-Kannon [A]	25	4	-1	[HQ3],[DR2], Special
Warbikes, Nobz	30	5+	3/-2	AP	25	2	-1	[HQ1]



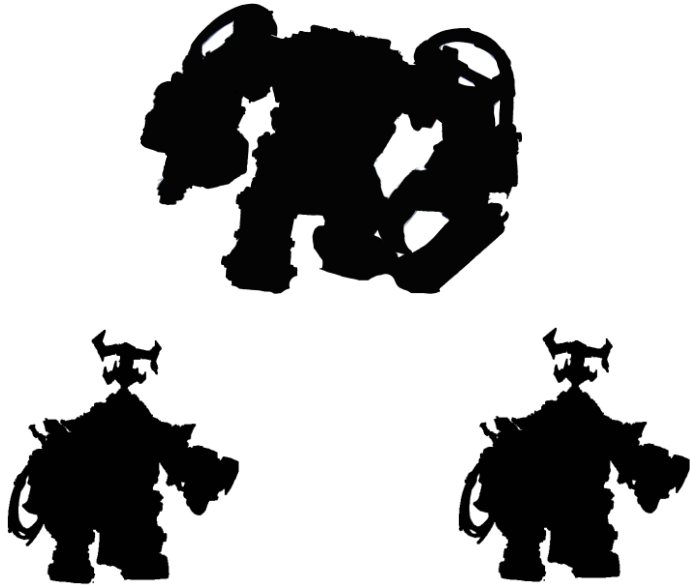
+2 Victory Points

Your opponent gains +2VP when attached formation is broken

SPECIAL FORMATION

WARLORD BLAKTOOF

Consists of 1 Warlord Blaktoof stand and 2 Mega Nobz stands



200 Point Value



WARLORD BLAKTOOF

Break Point +2: Warboss Blaktoof adds +2 to the break point of the formation it is added to.

Morale Value 5+: Warboss Blaktoof have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warlord Blaktoof	10	3[5]+	5/-4	Kustom Kombi Shoota [A]	20	3	-2	[HQ3],[DR2], Special*
Mega Nobz	10	3+	3/-3	Kombi Shoota [A]	20	3	-2	[HQ1],[R]

* Add +1 to Waargh table rolls, it increases to +2 if the opponents are tyranids.



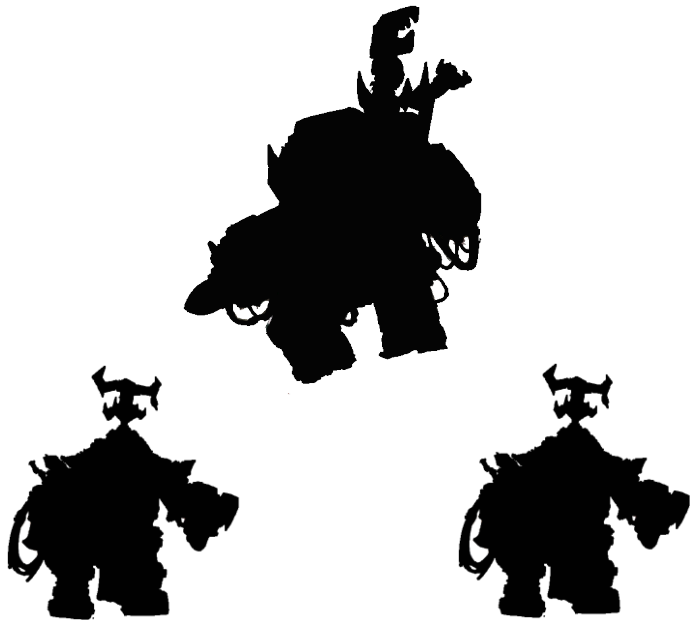
+2 Victory Points

Your opponent gains +2VP when attached formation is broken

SPECIAL FORMATION

WARLORD UGRAK

Consists of 1 Warlord Ugrak stand and 2 Mega Nobz stands



300 Point Value

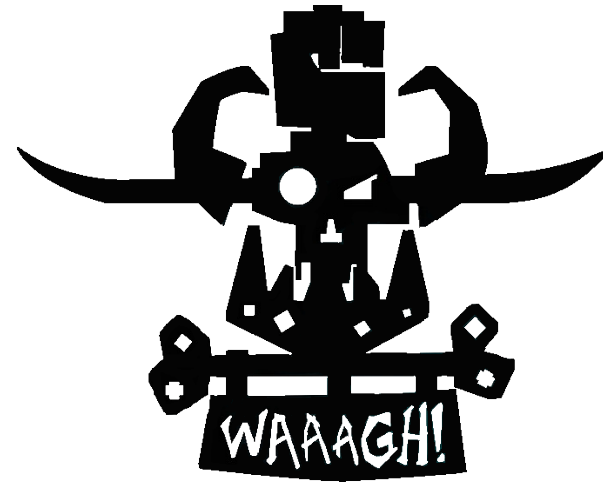


WARLORD UGRAK

Break Point +2: Warboss Ugrak adds +2 to the break point of the formation it is added to.

Morale Value 5+: Warboss Ugrak have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warlord Ugrak	10	3[5]+	6/-4	Kustom Kombi Shoota [A]	25	4	-3	[HQ3],[DR2]
Mega Nobz	10	3+	3/-3	Kombi Shoota [A]	20	3	-2	[HQ1],[R]



+3 Victory Points

Your opponent gains +3VP when attached formation is broken