

AMMO RUNTZ MOB

The Ammo Runtz Mob consists of 5 Ammo Runtz stands.



50 Point Value



AMMO RUNTZ MOB

Break Point +2: Adds +2 to the break point of the formation its 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
Ammo runtzt	10	10+	1/0	Grot Blasta [A]	20	1	0	Special*

*For each element of ammo grunts attached to an ork formation will negate one misfire (negates one die that rolls a 1)

+1 Victory Points

Your opponent gains +1 VPs attached formation is broken

'ARD CHOPPA BOYZ MOB

The Mob consists of 1 Nobz stand and 15 'Ard Choppa Boyz stands



200 Point Value



'ARD CHOPPA BOYZ MOB

Break Point 6: The Mob is broken if it has lost 6 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.

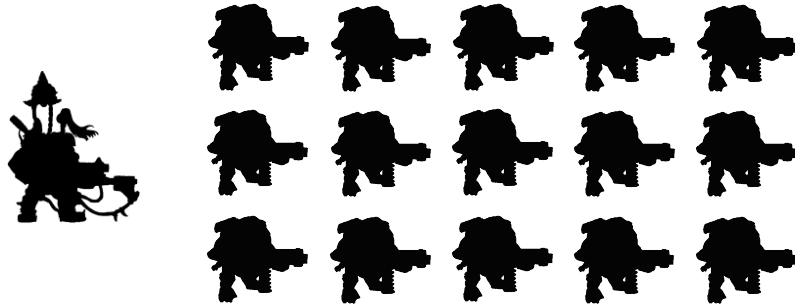
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Choppa 'ard Boyz	10	7+	2/-1	Choppas				

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

'ARD SHOOTA BOYZ MOB

The Mob consists of 1 Nobz stand and 15 'Ard Shoota Boyz stands



250 Point Value



'ARD SHOOTA BOYZ MOB

Break Point 6: The Mob is broken if it has lost 6 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.

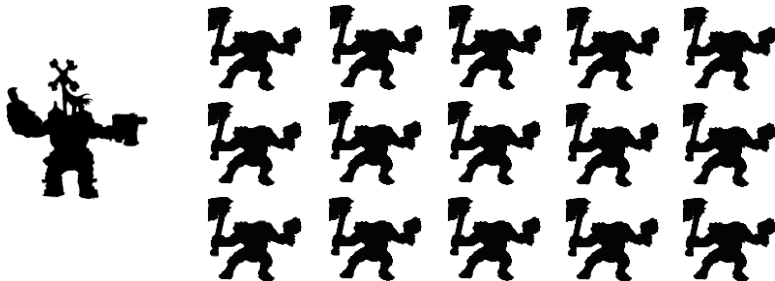
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Shoota 'ard Boyz	10	7+	1/0	Shootas [A]	20	2	0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

CHOPPA BOYZ MOB

The Mob consists of 1 Nobz stand and 15 Choppa Boyz stands



150 Point Value



CHOPPA BOYZ MOB

Break Point 6: The Mob is broken if it has lost 6 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
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Choppa Boyz	10	9+	2/-1	Choppas	-	-	-	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

'EAVY BOYZ MOB

The Mob consists of 1 Nobz stand and 10 'Eavy Boyz stands



250 Point Value



'EAVY BOYZ MOB

Break Point 4: The Mob is broken if it has lost 4 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.

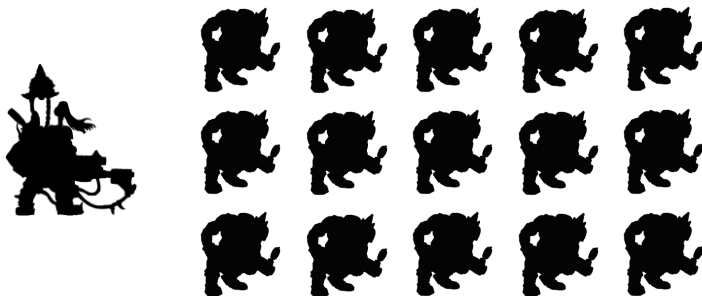
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
'Eavy boyz	10	9+	1/0	Big shootas [A]	35	4	-1	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

SHOOTA BOYZ MOB

The Mob consists of 1 Nobz stand and 15 Shoota Boyz stands



200 Point Value



SHOOTA BOYZ MOB

Break Point 6: The Mob is broken if it has lost 6 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.

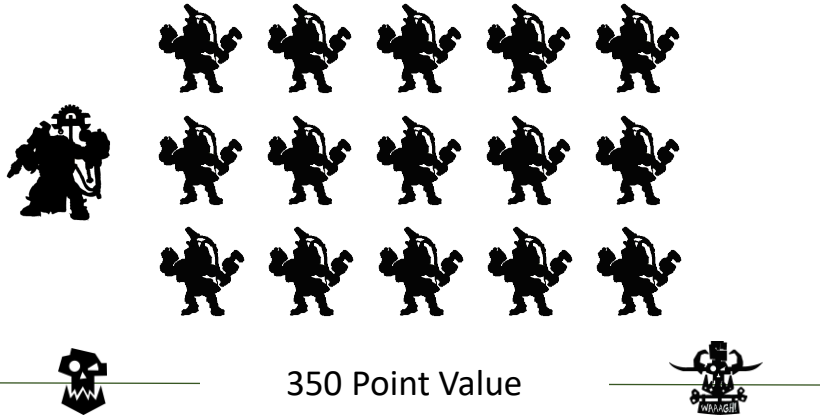
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Shoota Boyz	10	9+	1/0	Shootas [A]	20	2	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

SPANNA BOYZ MOB

The Mob consists of 1 Mek stand and 15 Spanna Boyz stands



350 Point Value

SPANNA BOYZ MOB

Break Point 6: The Mob is broken if it has lost 4 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.

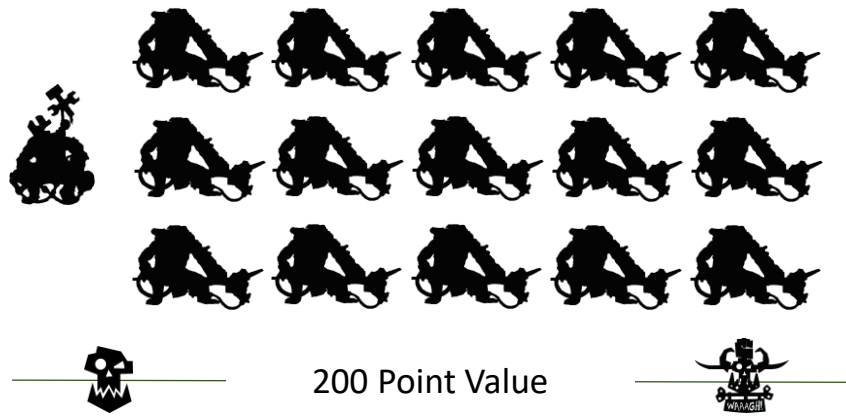
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mek	10	9+	2/-1	Rokkits	25	1	-2	[HQ1],[MK]
Spanna Boyz	10	9+	1/0	Shootas [A]	20	2	0	Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

BURNA BOYZ MOB

The Mob consists of 1 Nobz stand and 15 Burna Boyz stands



200 Point Value

BURNA BOYZ MOB

Break Point 6: The Mob is broken if it has lost 6 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.

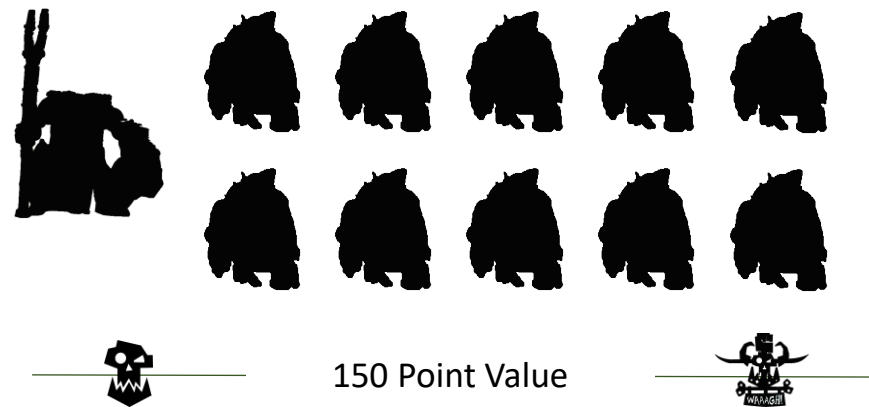
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Burna boyz	10	9+	2/-1	Burna [FW]	10	2	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BUZZER SQUIG SWARM

The Swarm consists of 1 Runtherderz stand and 10 Buzzer Squig stands



BUZZER SQUIG SWARM

Break Point 4: The Mob is broken if it has lost 4 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.

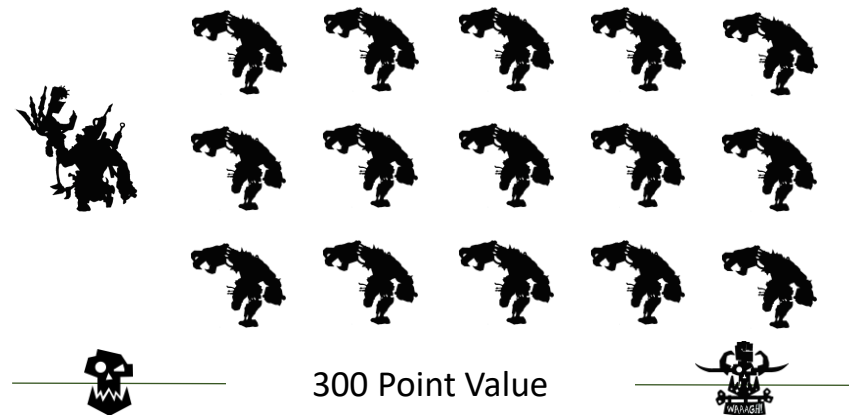
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Runtherd	10	9+	2/-1	Shoota [A]	20	2	0	[HQ1], Special
Buzzer Squig swarm	15	10+	3/0	CC Weapons [IC]				

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

CYBORK MOB

The Mob consists of 1 Painboyz stand and 15 Cybork stands



CYBORK MOB

Break Point 6: The Mob is broken if it has lost 6 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.

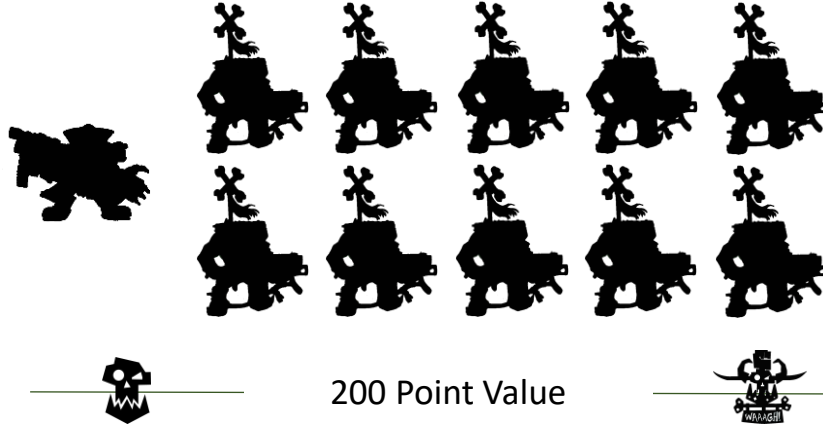
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Painboyz	10	9+	2/-1	CC Weapons	-	-	-	[Apo]
Cybork	10	6+	3/-2	Shoota [A]	25	1	0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

FREEBOOTERZ MOB

The Mob consists of 1 Kaptin stand and 10 Freebooterz stands



200 Point Value

FREEBOOTERZ MOB

Break Point 4: The Mob is broken if it has lost 4 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.

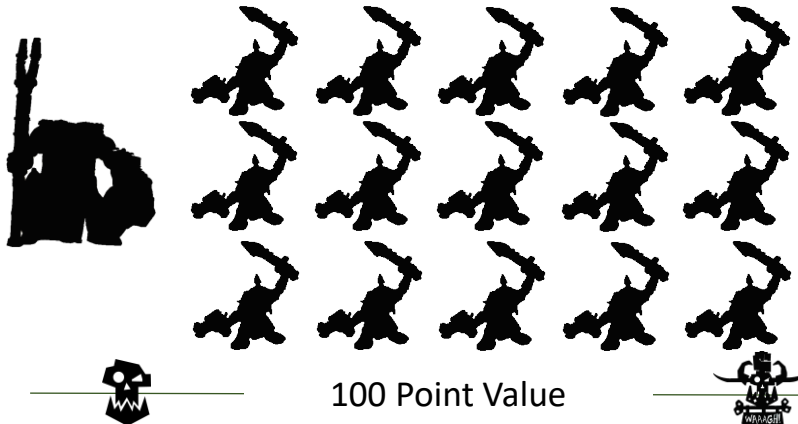
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kaptain	10	6+	2/-1	Twinshoota [A]	20	3	-1	[HQ1],[R],[IF],[SH],[AG]
Freebooterz	10	9+	1/0	Snazzgunz [A]	25	3	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

GRETCHEN MOB

The Mob consists of 1 Runherderz stand and 15 Gretchen stands



100 Point Value

GRETCHEN MOB

Break Point 6: The Mob is broken if it has lost 6 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.

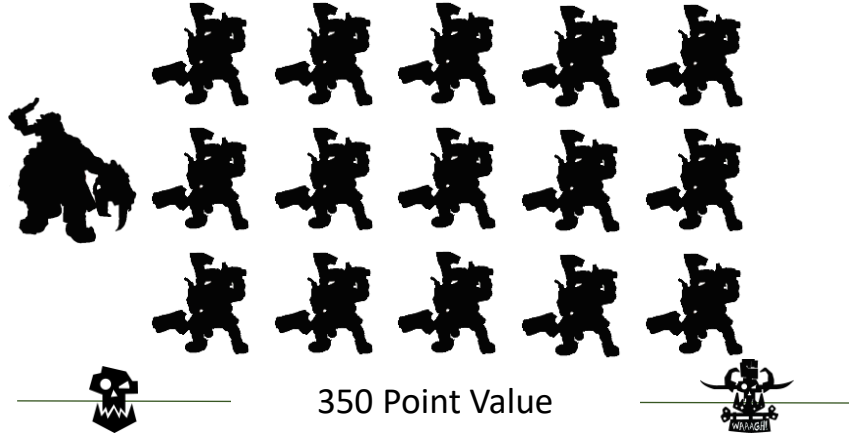
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Runtherd	10	9+	2/-1	Shoota [A]	20	2	0	[HQ1], Special
Gretchen	10	10+	1/0	Grot Blasta [A]	20	1	0	

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

KOMMANDOS MOB

The Mob consists of 1 Nobz stand and 15 Kommandos stands



350 Point Value

KOMMANDOS MOB

Break Point 6: The Mob is broken if it has lost 6 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.

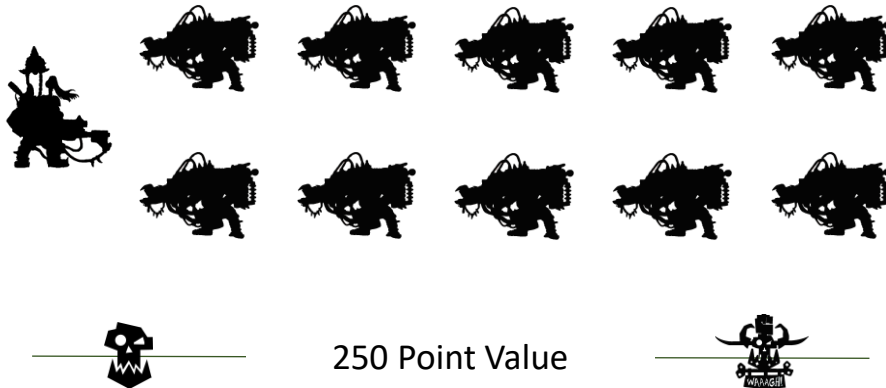
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Kommandos	10	9+	2/0	Shootas [A]	20	1	0	[IF],[SH],[AG]

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

LOOTAS MOB

The Mob consists of 1 Nobz stand and 10 Lootas stands



250 Point Value

LOOTAS MOB

Break Point 4: The Mob is broken if it has lost 4 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.

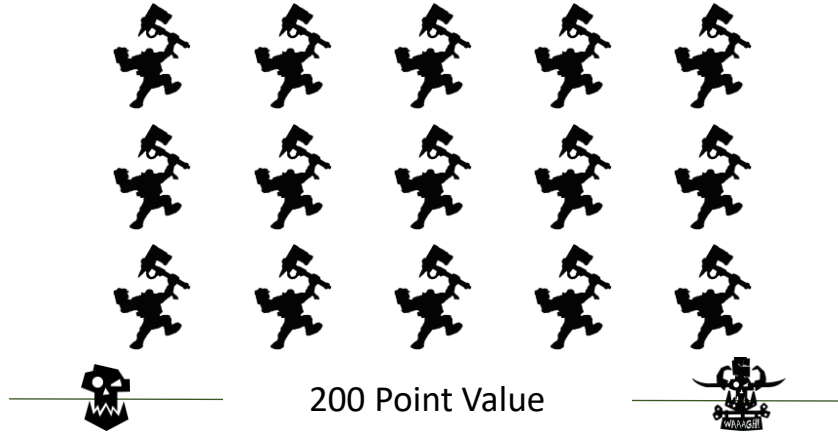
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Lootas	10	9+	1/0	Deffguns	25/50	3	-2	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

MADBOYZ MOB

The Mob consists of 15 Madboyz stands



200 Point Value

MADBOYZ MOB

Break Point 6: The Mob is broken if it has lost 6 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.

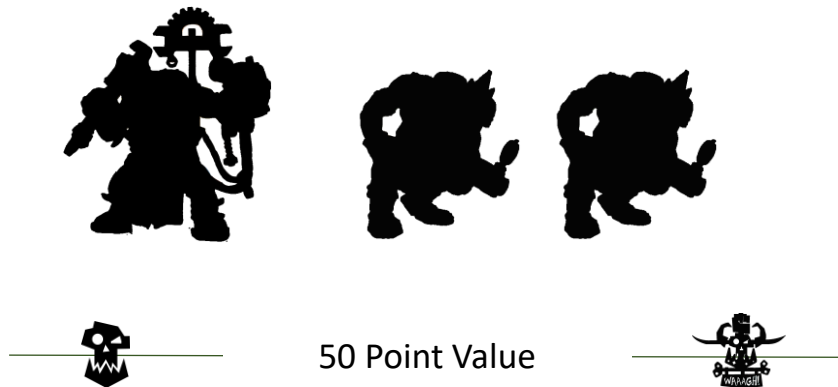
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Madboyz	10	8+	2/-1	Shootas [A]	20	1	0	Special

Victory Points 2 VP

Your opponent gains 1 VP when this Mob is broken

MEK MOB

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



50 Point Value

MEK MOB

Break Point +1: Adds +1 to the break point of the formation its 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	

+1 Victory Points

Your opponent gains +1 VPs attached formation is broken

BIG MEK MOB

The Mob consists of 1 Mek stand and 2 'Ard Shoota Boyz stands



100 Point Value



BIG MEK MOB

Break Point +1: Adds +1 to the break point of the formation its 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	

+1 Victory Points

Your opponent gains +1 VPs attached formation is broken

MEK SHOKK ATTACK MOB

The Mob consists of 5 Mek Shokk Attack stands



150 Point Value



MEK SHOKK ATTACK MOB

Break Point 2: The Mob is broken if it has lost 2 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.

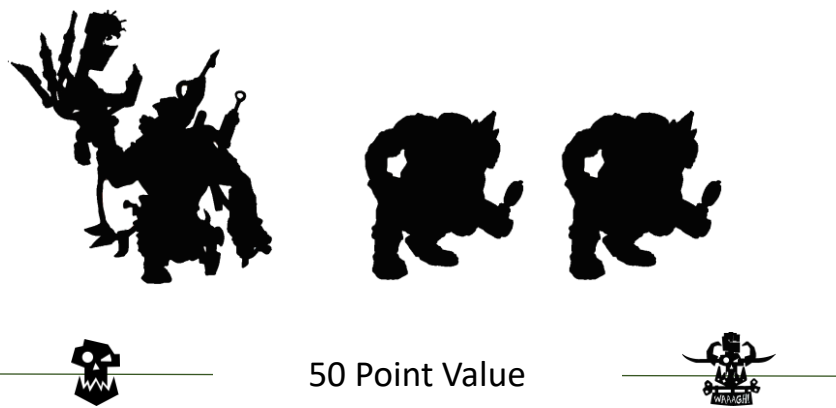
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mek shokk attack	10	9+	2/-1	Shokk attack gun	30/60	1B2	-2	Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

PAINBOY MOB

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



50 Point Value

PAINBOY MOB

Break Point +1: Adds +1 to the break point of the formation its 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.

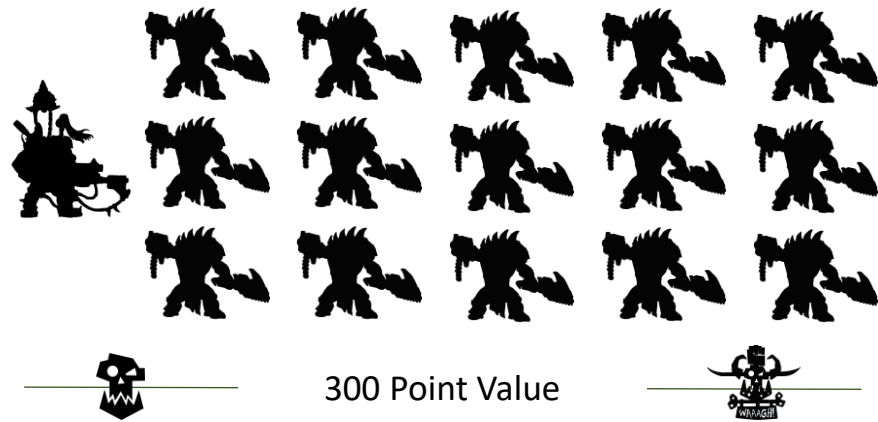
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Painboyz	10	9+	2/-1	CC Weapons	-	-	-	[Apo]
Shoota Boyz	10	9+	1/0	Shootas [A]	20	2	0	

+1 Victory Points

Your opponent gains +1 VPs attached formation is broken

SKAR BOYZ MOB

The Mob consists of 1 Nobz stand and 15 Skar Boyz stands



300 Point Value

SKAR BOYZ MOB

Break Point 6: The Mob is broken if it has lost 6 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.

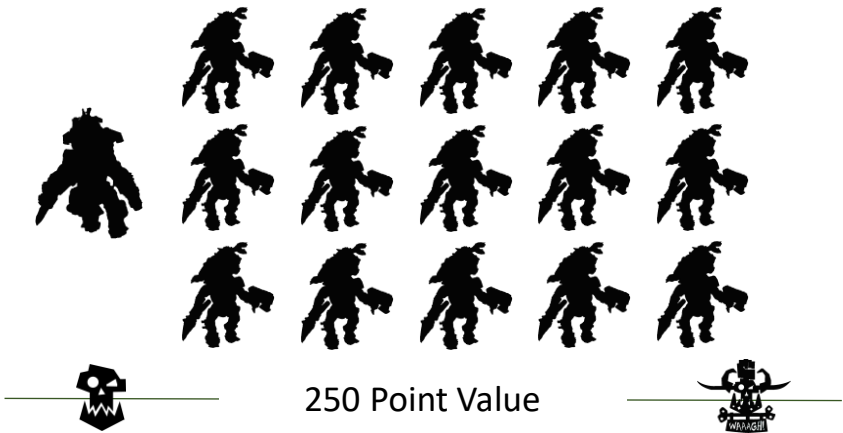
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Skar Boyz	10	7+	2/-2	Shoota [A]	20	2	0	Special

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

STORMBOYZ MOB

The Mob consists of 1 Nobz stand and 15 Stormboyz stands



250 Point Value

STORMBOYZ MOB

Break Point 6: The Mob is broken if it has lost 6 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.

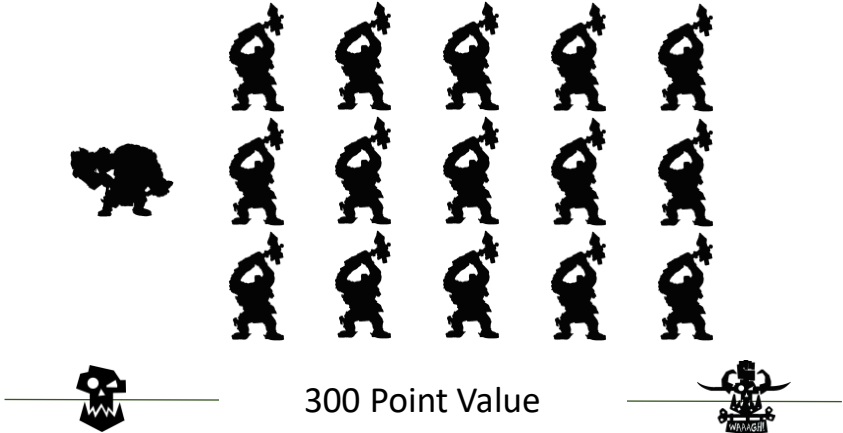
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz	15[J]	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Stormboyz	15[J]	9+	2/-1	CC Weapons	-	-	-	Special

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

TANKBUSTAS MOB

The Mob consists of 1 Nobz stand and 15 Tankbustas stands



300 Point Value

TANKBUSTAS MOB

Break Point 6: The Mob is broken if it has lost 6 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
Nobz	10	6+	2/-2	Twinshoota [A]	20	3	-1	[HQ1],[R]
Tankbustas	10	9+	2/-2	Rokkits [A]	25	1	-2	Special

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

BIKERBOYZ MOB

The Mob consists of 1 Nobz Warbike and 5 Bikerboyz



150 Point Value



BIKERBOYZ MOB

Break Point 2: The Mob is broken if it has lost 2 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.

Warbikes, Nobz	30	5+	3/-2	AP	25	2	-1	[HQ1]
Warbikes, Nobz	30	5+	3/-2	AP	25	2	-1	[HQ1]
Bikerboys	30	7+	2/-1	Anti-personnel	25	1	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BOARBOYZ MOB

The Mob consists of 1 Boarboyz Nobz stand and 4 Boarboyz



100 Point Value



BOARBOYZ MOB

Break Point 2: The Mob is broken if it has lost 2 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
Boarboyz Nobz	As Boarboyz Below							[HQ1]
Boarboyz	20	7+	2/-2	CC Weapons	-	-	-	

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

BUGGY MOB

The Mob consists of 1 Buggy Nobz and 4 Buggies



100 Point Value



BUGGY MOB

Break Point 2: The Mob is broken if it has lost 2 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
Buggy Nobz	As Buggy Below							[HQ1]
Buggy	30	5+	1/-1	Rokkits [A]	25	1	-2	

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

LIGHT BUGGY MOB

The Mob consists of 1 Light Buggy Nobz stand and 4 Light Buggy



100 Point Value



LIGHT BUGGY MOB

Break Point 2: The Mob is broken if it has lost 2 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
Light Buggy Nobz	As Light Buggy Below							[HQ1]
Light Buggy	30	7+	1/-1	Anti-personnel	25	2	-1	

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

DEFFKOPTA MOB TYPE 1

The Mob consists of 1 Deffkopta Nobz Type 1 and 4 Deffkoptas Type1



150 Point Value



DEFFKOPTA MOB TYPE 1

Break Point 2: The Mob is broken if it has lost 2 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
Deffkopta Type 1 Nobz	As Deffkopta Type 1 Below							[HQ1],[R]
Deffkopta Type 1	30[K]	6+	1/-1	Anti-personnel	25	2	-1	[R]

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

DEFFKOPTA MOB TYPE 2

The Mob consists of 1 Deffkopta Nobz Type 2 and 4 Deffkoptas Type2



150 Point Value



DEFFKOPTA MOB TYPE 2

Break Point 2: The Mob is broken if it has lost 2 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
Deffkopta Type 2 Nobz	As Deffkopta Type 2 Below							[HQ1]
Deffkopta Type 2	30[K]	6+	1/-1	Rokkits [A]	25	1	-2	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

SKORCHA MOB

The Mob consists of 1 Skorcha Nobz and 4 Skorchas



200 Point Value



SKORCHA MOB

Break Point 2: The Mob is broken if it has lost 2 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
Skorcha Nobz	As Skorcha Below							[HQ1]
Skorcha	30	5+	1/-1	Supa Skorcha [FW]	25	3	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

SQUIGBUGGY MOB

The Mob consists of 1 Squigbuggy Nobz and 4 Squigbuggies



150 Point Value



SQUIGBUGGY MOB

Break Point 2: The Mob is broken if it has lost 2 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
Squigbuggy Nobz	As Squigbuggy Below							[HQ1]
Squigbuggy	30	5+	1/-1	Squiglauncha [A,IC]	20/35	1	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

WARTRAKKS MOB

The Mob consists of 1 Wartrakks Nobz and 4 Wartrakks



100 Point Value



WARTRAKKS MOB

Break Point 2: The Mob is broken if it has lost 2 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
Watrakk Nobz	As Wartrak Below							[HQ1]
Wartrak	25	6+	1/-1	Anti-personnel	25	2	-1	Special

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

WARTRAKK GROT BOMM LAUNCHA MOB

The Mob consists of 1 Wartrak Grot Bomm Launcha Nobz and 4 Watrakk Grot Bomm Launchas



150 Point Value



WARTRAKK GROT BOMM LAUNCHA MOB

Break Point 2: The Mob is broken if it has lost 2 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
Grot Bomm Launcha Nobz	As Grot Bomm Launcha Wartrak Below							[HQ1]
Grot Bomm Launcha Wartrak	30	6+	1/0	Grot bomm Anti-personnel	35/70 25	B2 1	-2 -1	Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

WARKOPTA MOB

The Mob consists of 1 Warkopta Nobz and 4 Warkoptas



250 Point Value



WARKOPTA MOB

Break Point 2: The Mob is broken if it has lost 2 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
Warkopta Nobz	As Warkopta Below							[HQ1]
Warkopta	30[K]	6+	1/-1	Rattler kannon	25	6	0	[TR2], Special
				big bomb	0	B1	-1	
				Anti-personnel	25	2	-1	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

DEFF DREAD MOB

The Mob consists of 1 Deff Dread Nobz and 4 Deff Dreads



250 Point Value



DEFF DREAD MOB

Break Point 2: The Mob is broken if it has lost 2 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
Deff Dread Nobz	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	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

KILLAKANS MOB

The Mob consists of 1 Killakans Nobz and 5 Killakans



200 Point Value



KILLAKANS MOB

Break Point 2: The Mob is broken if it has lost 2 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
Killakans Nobz	As Killakans Below							[HQ1]
KillaKans	15	4+	2/-2	Rokkits [A]	25	1	-2	
				Anti-personnel	25	1	-2	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

TIN BOTZ MOB

The Mob consists of 1 Mek and 5 Tin Botz



250 Point Value



TIN BOTZ MOB

Break Point 2: The Mob is broken if it has lost 2 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.

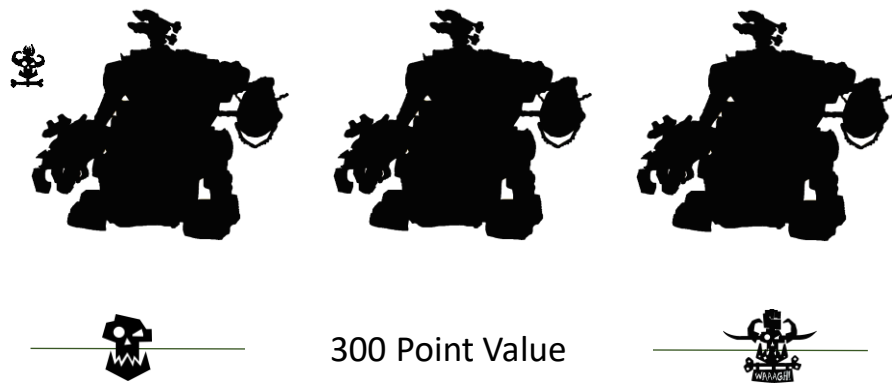
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mek	10	9+	2/-1	Rokkits	25	1	-2	[HQ1],[MK]
Tin Botz	10	3+	3/-2	Anti-personnel	25	2	-1	[RC], Special

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

GORKANAUTS MOB

The Mob consists of 1 Gorkanaut Nobz and 2 Gorkanauts



300 Point Value

GORKANAUTS 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.

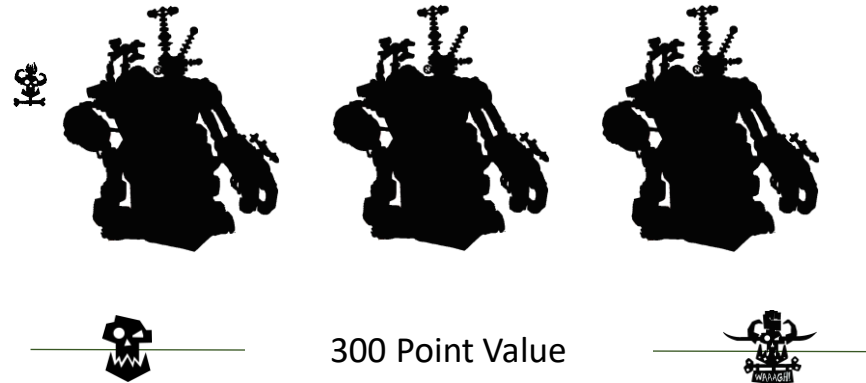
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gorkanaut Nobz	As Gorkanaut Below							[HQ1]
Gorkanaut	15	2+	4/-4	Rokkits [A]	25	2	-2	[DR2],[TR1], Special
				Deffstorm Mega Shoota	20/35	5	-1	
				Scorchas [FW]	10	2	-1	
				Anti-personnel	25	2	-1	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

MORKANAUTS MOB

The Mob consists of 1 Morkanaut Nobz and 2 Morkanauts



300 Point Value

MORKANAUTS 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
Morkanaut Nobz	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	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

MEGA DREAD SHOOTA MOB

The Mob consists of 1 Mega Dread Shoota Nobz and 4 Mega Dread Shootas



350 Point Value



MEGA DREAD SHOOTA MOB

Break Point 2: The Mob is broken if it has lost 2 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
Mega Dread Shoota Nobz	As Mega Dread Shoota Below							[HQ1]
Mega Dread Shoota	15	2+	3/-2	Killkannon [Dmg+1] Anti-personnel	20/35 25	B2 6	-2 -1	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

MEGA DREAD BURNA MOB

The Mob consists of 1 Mega Dread Burna Nobz and 4 Mega Dread Burnas



350 Point Value



MEGA DREAD BURNA MOB

Break Point 2: The Mob is broken if it has lost 2 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
Mega Dread Burna Nobz	As Mega Dread Burna Below							[HQ1]
Mega Dread Burna	15	2+	4/-3	2x Rokkits [A] 2 Scorchas [FW] Anti-personnel	25 10 25	2 4 2	-2 -1 -1	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

KUSTOM MEK DREAD MOB

The Mob consists of 1 Kustom Mek Dread Nobz and 4 Kustom Mek Dreads



350 Point Value



KUSTOM MEK DREAD MOB

Break Point 2: The Mob is broken if it has lost 2 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
Kustom Mek Dread Nobz	As Kustom Mek Dread Below							[HQ1], [RA]
Kustom Mek Dread	15	2+	4/-3	Big Zzappa	25/50	1	-2	[RA], Special
				Rokkit Bombs	25/50	B1	-1	
				Anti-personnel	25	2	-1	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

LIGHT BATTLEWAGON MOB

The Mob consists of 1 Light Battlewagon Nobz and 2 Light Battlewagons



100 Point Value



LIGHT BATTLEWAGON 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
Light Battlewagon Nobz	As Light Battlewagon Below							[HQ1]
Light Battlewagon	25	4+	2/-1	Kannon	20/35	B0	-2	[TR2]
				Anti-personnel	25	1	-1	

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

BIG GUN TRACK MOB TYPE 1

The Mob consists of 1 Big Gun Track Type 1 Nobz and 2 Big Gun Tracks Type 1



150 Point Value

BIG GUN TRACK MOB TYPE 1

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.

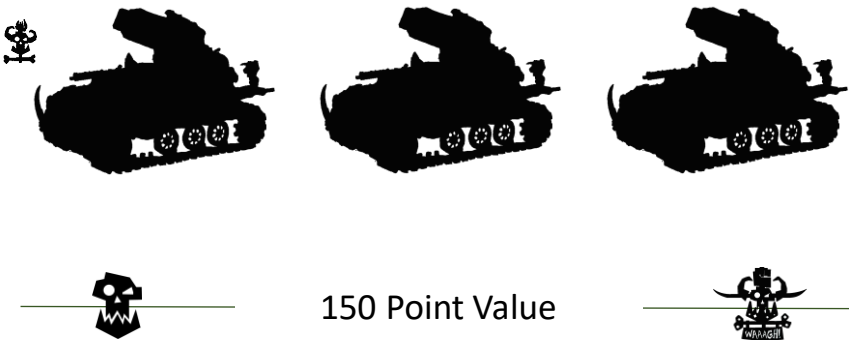
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track Type 1 Nobz	As Big Gun Track Type 1 Below							[HQ1]
Big Gun Track Type 1	25	4+	2/-1	Killkannon [Dmg+1]	20/35	B2	-2	[TR1],[OT],[AG]
				Scorchas [FW]	10	2	-1	
				Anti-personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BIG GUN TRACK MOB TYPE 2

The Mob consists of 1 Big Gun Track Type 2 Nobz and 2 Big Gun Tracks Type 2



150 Point Value

BIG GUN TRACK MOB TYPE 2

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
Big Gun Track Type 2 Nobz	As Big Gun Track Type 2 Below							[HQ1]
Big Gun Track Type 2	25	4+	2/-1	Lobba [M]	25/50	B2	-2	[TR1],[OT],[AG]
				Scorchas [FW]	10	2	-1	
				Anti-personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BIG GUN TRACK MOB TYPE 3

The Mob consists of 1 Big Gun Track Type 3 Nobz and 2 Big Gun Tracks Type 3



150 Point Value



BIG GUN TRACK MOB TYPE 3

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
Big Gun Track Type 3 Nobz	As Big Gun Track Type 3 Below							[HQ1]
Big Gun Track Type 3	25	4+	2/-1	Big Zzappa	25/50	1	-2	[TR1],[OT],
				Scorchas [FW]	10	2	-1	[AG], Special
				Anti-personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BIG GUN TRACK MOB TYPE 4

The Mob consists of 1 Big Gun Track Type 4 Nobz and 2 Big Gun Tracks Type 4



200 Point Value



BIG GUN TRACK MOB TYPE 4

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
Big Gun Track Type 4 Nobz	As Big Gun Track Type 4 Below							[HQ1]
Big Gun Track Type 4	25	4+	2/-1	Flakka Gunz [AA]	25/50	2x2TL1	-2	[TR1],[OT],
				Scorchas [FW]	10	2	-1	[AG]
				Anti-personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BONEBREAKA MOB

The Mob consists of 1 Bonebreaka Nobz and 2 Bonebreakas



200 Point Value



BONEBREAKA 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
Bonebreaka Nobz	As Bonebreaka Below							[HQ1]
Bonebreaka	20	3+	3/-2	Skullhamma kannon Anti-personnel	30/60 25	B3 2	-3 -1	Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BONECRUNCHA MOB

The Mob consists of 1 Bonecruncha Nobz and 2 Bonecrunchas



200 Point Value



BONECRUNCHA 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
Big Gun Track Type 4 Nobz	As Bonecruncha Below							[HQ1]
Bonecruncha	20	3+	3/-2	Kannon Anti-personnel	20/35 25	2x80 2	-2 -1	Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BOWEL BURNA MOB

The Mob consists of 1 Bowel Burna Nobz and 2 Bowel Burnas



150 Point Value



BOWEL BURNA 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
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	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BRAINCRUSHA MOB

The Mob consists of 1 Braincrusha Nobz and 2 Braincrushas



200 Point Value



BRAINCRUSHA 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
Brainsrusha Nobz	As Brainsrusha Below							[HQ1]
Braincrusha	15	4+	2/0	Deth Kannon [Dmg+2]	50/100	B3	-4	
				Anti-personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

GOBSMASHA MOB

The Mob consists of 1 Gobsmasha Nobz and 2 Gobsmashas



150 Point Value



GOBSMASHA 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
Gobsmasha Nobz	As Gobsmasha Below							[HQ1]
Gobsmasha	25	3+	2/-1	Killkannon [Dmg+1] Anti-personnel	20/35 25	B2 2	-2 -1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

GROT TANK MOB

The Mob consists of 1 Grot Tank Nobz and 4 Grot Tanks



150 Point Value



GROT TANK MOB

Break Point 2: The Mob is broken if it has lost 2 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
Grot Tank Nobz	As Grot Tank Below							[HQ1]
Grot Tanks	10	6+	2/-1	Grot Gunz Anti-personnel	25cm 25cm	1 2	-2 -1	Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

GUN TRUKK MOB TYPE 1

The Mob consists of 1 Gun Trukk Type 1 Nobz and 2 Gun Trukk Type 1



100 Point Value



GUN TRUKK MOB TYPE 1

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
Gun Trukk Type 1 Nobz	As Gun Trukk Type 1 Below							[HQ1]
Gun Trukk Type 1	25	6+	1/-1	Kannon Anti-personnel	20/35 25	B0 2	-2 -1	[TR1],[OT]

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

GUN TRUKK MOB TYPE 2

The Mob consists of 1 Gun Trukk Type 2 Nobz and 2 Gun Trukk Type 2



100 Point Value



GUN TRUKK MOB TYPE 2

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
Gun Trukk Type 2 Nobz	As Gun Trukk Type 2 Below							[HQ1]
Gun Trukk Type 2	25	6+	1/-1	Lobba [M] Anti-personnel	25/50 25	B2 2	-1 -1	[TR1],[OT]

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

GUN TRUKK MOB TYPE 3

The Mob consists of 1 Gun Trukk Type 3 Nobz and 2 Gun Trukk Type 3



100 Point Value



GUN TRUKK MOB TYPE 3

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
Gun Trukk Type 3 Nobz	As Gun Trukk Type 3 Below							[HQ1]
Gun Trukk Type 3	25	6+	1/-1	Big Zzappa Anti-personnel	25/50 25	1 2	-2 -1	[TR1],[OT], Special

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

GUN TRUKK MOB TYPE 4

The Mob consists of 1 Gun Trukk Type 4 Nobz and 2 Gun Trukk Type 4



150 Point Value



GUN TRUKK MOB TYPE 4

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
Gun Trukk Type 4 Nobz	As Gun Trukk Type 4 Below							[HQ1]
Gun Trukk Type 4	25	6+	1/-1	Flakka-Gunz [AA] Anti-personnel	25/50 25	2x2TL1 2	-2 -2	[TR1],[OT]

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

GUTRIPPA MOB

The Mob consists of 1 Gutrippa Nobz and 2 Gutrippas



150 Point Value



GUTRIPPA 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
Gutrippa Nobz	As Gutrippa Below							[HQ1]
Gutrippa	20	3+	3/-2	Killkannon [Dmg+1] Anti-personnel	20/35 25	1B2 2	-2 -1	Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

LUNGBURSTA MOB

The Mob consists of 1 Lungbursta Nobz and 2 Lungburstas



150 Point Value



LUNGBURSTA 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
Lungbursta Nobz	As Lungbursta Below							[HQ1]
Lungbursta	20	3+	2/-1	Supa Kannon Anti-personnel	30/60 25	B1 2	-3 -1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEKBOY BOOSTABLASTER SPEEDSTA MOB

The Mob consists of 1 Mekboy Boostablastar Speedsta Nobz and 2 Mekboy Boostablastar Speedstas



200 Point Value



MEKBOY BOOSTABLASTER SPEEDSTA 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
Mekboy Boostablastar Speedsta Nobz	As Mekboy Boostablastar Speedsta Below							[HQ1]
Mekboy Boostablastar Speedsta	30	4+	2/-1	Rivit Gun [A]	20/35	2	-2	[TR1]
				Scorchas [FW]	10	4	-1	
				Anti-personnel	25	4	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEKBOY BUBBLE CHUKKA SPEEDSTA MOB

The Mob consists of 1 Mekboy Bubble Chukka Speedsta Nobz and 2 Mekboy Bubble Chukka Speedstas



200 Point Value



MEKBOY BUBBLE CHUKKA SPEEDSTA 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
Mekboy Bubble Chukka Speedsta Nobz	As Mekboy Bubble Chukka Speedsta Below							[HQ1]
Mekboy Bubble Chukka Speedsta	25	4+	2/-1	Dual Bubblechucker	20/35	8B0	-1	[TR1], Special
				Rokkits [A]	25	1	-2	
				Anti-personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEKBOY DRAGSTA MOB

The Mob consists of 1 Mekboy Dragsta Nobz and 2 Mekboy Dragstas



200 Point Value



MEKBOY DRAGSTA 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
Mekboy Dragsta Nobz	As Mekboy Dragsta Below							[HQ1]
Mekboy Dragsta	30	4+	2/-1	Rokkits [A] Anti-personnel	25 25	1 2	-2 -1	[TR1], Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEKBOY KANNON SPEEDSTA MOB

The Mob consists of 1 Mekboy Kannon Speedsta Nobz and 2 Mekboy Kannon Speedstas



200 Point Value



MEKBOY KANNON SPEEDSTA 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
Mekboy Kannon Speedsta Nobz	As Mekboy Kannon Speedsta Below							[HQ1]
Mekboy Kannon Speedsta	25	4+	2/-1	Giga Shoota Anti-personnel	25/50 25	1-10 1	-1 -1	[TR1], Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEKBOY LIFTA DROPPA SPEEDSTA MOB

The Mob consists of 1 Mekboy Lifta Droppa Speedsta Nobz and 2 Mekboy Lifta Droppa Speedstas



200 Point Value



MEKBOY LIFTA DROPPA SPEEDSTA 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
Mekboy Lifta Droppa Speedsta Nobz	As Mekboy Lifta Droppa Speedsta Below							[HQ1]
Mekboy Lifta Droppa Speedsta	20	2+	2/-2	Lifta-droppa [Str+2] Anti-personnel	35/70 25	B3 2	-3 -1	[TR1], Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEKBOY MAGNA KANNON DRAGSTA MOB

The Mob consists of 1 Mekboy Magna Kannon Dragstas Nobz and 2 Mekboy Magna Kannon Dragstas



200 Point Value



MEKBOY MAGNA KANNON DRAGSTA 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
Mekboy Magna Kannon Dragsta Nobz	As Mekboy Magna Kannon Dragsta Below							[HQ1]
Mekboy Magna Kannon Dragsta	25	4+	2/-1	Magna Kannon [Dmg+3,AA] Anti-personnel	50/100 25	1 2	-1 -1	[TR1], Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEKBOY ROKKITS SPEEDSTA MOB

The Mob consists of 1 Mekboy Rokkits Speedsta Nobz and 2 Mekboy Rokkits Speedstas



200 Point Value



MEKBOY ROKKITS SPEEDSTA 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
Mekboy Rokkits Speedsta Nobz	As Mekboy Rokkits Speedsta Below							[HQ1]
Mekboy Rokkits Speedsta	25	4+	2/-1	Grot bombs	35/70	B2	-2	[TR1], Special
				Rokkits [A]	25	1	-2	
				Anti-personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEKBOY SHOKK SPEEDSTA MOB

The Mob consists of 1 Mekboy Shokk Speedsta Nobz and 2 Mekboy Shokk Speedstas



200 Point Value



MEKBOY SHOKK SPEEDSTA 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
Mekboy Shokk Speedsta Nobz	As Mekboy Shokk Speedsta Below							[HQ1]
Mekboy Shokk Speedsta	25	4+	2.-1	Shokk Attack Gun	30/60	B2	-2	[TR1], Special
				Rokkits [A]	25	1	-2	
				Anti-personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

SPLEENRIPPA MOB

The Mob consists of 1 Spleenrippa Nobz and 2 Spleenrippas



150 Point Value



SPLEENRIPPA 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
Spleenrippa Nobz	As Spleenrippa Below							[HQ1]
Spleenrippa	30	4+	2/-1	Supa kannon	30/60	B1	-3	
				Anti-personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

WEIRDBOY TOWER MOB

The Mob consists of 1 Weirdboy Tower



100 Point Value



WEIRDBOY TOWER MOB

Break Point +1: Adds +1 to the break point of the formation its 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
Weirdboy Tower	25	3+	3/-2	Psychic bolts	50/100	*B2	-3	Special
				Anti-personnel	25	2	-1	

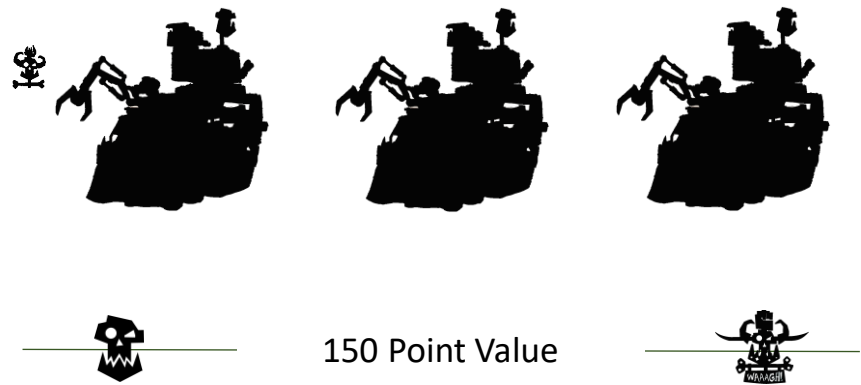
* Attack dice number varies, see description of element special rules

+1 Victory Points

Your opponent gains +1 VPs attached formation is broken

BATTLEWAGON MOB

The Mob consists of 1 Battlewagon Nobz and 2 Battlewagons



BATTLEWAGON 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.

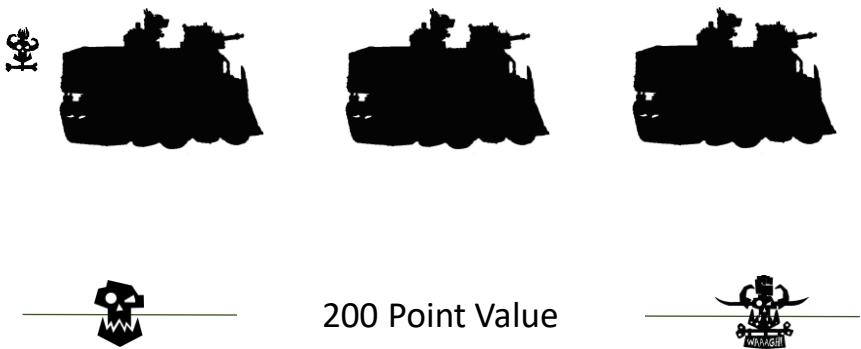
Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon Nobz	As Battlewagon Below							[HQ1]
Battlewagon	25	3+	3/-2	Kannon	20/35	B0	-2	[DR2],[TR4],
				Anti-personnel	25	4	-1	[OT]

Victory Points 2 VP
 Your opponent gains 1 VPs when this Mob is broken

'ARDCASE BATTLEWAGON MOB

The Mob consists of 1 'Ardcase Battlewagon Nobz and 2 'Ardcase Battlewagon



'ARDCASE BATTLEWAGON 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
'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	25/50	1	-2	
				Anti-personnel	25	4	-1	

Victory Points 2 VP
 Your opponent gains 1 VPs when this Mob is broken

SQUIGGOTH MOB TYPE 1

The Mob consists of 1 Squiggoth Type 1 Nobz and 2 Squiggoths Type 1



150 Point Value



SQUIGGOTH MOB TYPE 1

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
Squiggoth Type 1 Nobz	As Squiggoth Type 1 Below							[HQ1]
Squiggoth Type 1	15	3+	3/-3	Lobba [M] Anti-personnel	25/50 25	B2 2	-1 -1	[DR2],[TR4], Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

SQUIGGOTH MOB TYPE 2

The Mob consists of 1 Squiggoth Type 2 Nobz and 2 Squiggoths Type 2



150 Point Value



SQUIGGOTH MOB TYPE 2

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
Squiggoth Type 2 Nobz	As Squiggoth Type 2 Below							[HQ1]
Squiggoth Type 2	15	3+	3/-3	Zzappa Gun Anti-personnel	20/35 25	1 2	-2 -1	[DR2],[TR4], Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

SQUIGGOTH MOB TYPE 3

The Mob consists of 1 Squiggoth Type 3 Nobz and 2 Squiggoths Type 3



150 Point Value



SQUIGGOTH MOB TYPE 3

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
Squiggoth Type 3 Nobz	As Squiggoth Type 3 Below							[HQ1]
Squiggoth Type 3	15	3+	3/-3	Kannon Anti-personnel	20/35 25	B0 2	-2 -1	[DR2],[TR4], Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

GROT MEGA TANK MOB

The Mob consists of 1 Grot Mega Tank Nobz and 2 Grot Mega Tanks



200 Point Value



GROT MEGA TANK 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
Grot Mega Tank Nobz	As Grot Mega Tank Below							[HQ1]
Grot Mega Tank	10	4+	3/-2	Kustom Megablasters AP	25 25	2x2TL1 6	-2 -1	[DR2], Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BATTLEFORTRESS

Consists of 1 Battlefortress



100 Point Value



BATTLEFORTRESS

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
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	

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

BATTLEFORTRESS MOB

The Mob consists of 1 Battlefortress Nobz and 2 Battlefortresses



350 Point Value



BATTLEFORTRESS 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
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	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

BOOMBUSTA BATTLEFORTRESS

Consists of 1 Boombusta Battlefortress



100 Point Value



BOOMBUSTA BATTLEFORTRESS

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
Boombusta Battlefortress	15	2+	4/-5	3x Supa Lobba [M]	25/50	3xB3	-2	[DR3],[TR4]
				Anti-personnel	25	4	-1	

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

BOOMBUSTA BATTLEFORTRESS MOB

The Mob consists of 1 Boombusta Battlefortress Nobz and 2 Boombusta Battlefortresses



350 Point Value



BOOMBUSTA BATTLEFORTRESS 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
Boombusta Battlefortress Nobz	As Boombusta Battlefortress Below							[HQ1]
Boombusta Battlefortress	15	2+	4/-5	3x Supa Lobba [M]	25/50	3xB3	-2	[DR3],[TR4]
				Anti-personnel	25	4	-1	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

FLAKKA DAKKA BATTLEFORTRESS

Consists of 1 Flakka Dakka Battlefortress



100 Point Value



FLAKKA DAKKA BATTLEFORTRESS

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
Flakka-dakka Battlefortress	15	2+	4/-3	Supa-Kannon	30/60	B1	-3	[DR3],[TR4], Special
				Flacka Gunz [AA]	25/50	2x2TL	-2	
				Big Zzappa	25/50	1	-2	
				Skorcha	10	2	-1	
				Anti-personnel	25	4	-1	

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

FLAKKA DAKKA BATTLEFORTRESS MOB

The Mob consists of 1 Flakka Dakka Battlefortress Nobz and 2 Flakka Dakka Battlefortresses



350 Point Value



FLAKKA DAKKA BATTLEFORTRESS 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
Flakka-dakka Battlefortress Nobz	As Flakka-dakka Battlefortress Below							[HQ1]
Flakka-dakka Battlefortress	15	2+	4/-3	Supa-Kannon	30/60	B1	-3	[DR3],[TR4], Special
				Flacka Gunz [AA]	25/50	2x2TL	-2	
				Big Zzappa	25/50	1	-2	
				Skorcha	10	2	-1	
				Anti-personnel	25	4	-1	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

MEGA SQUIGGOTH

Consists of 1 Mega Squiggoth



150 Point Value



MEGA SQUIGGOTH

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
Mega Squiggoth	15	2+	6/-4	Supa Lobbas [M] Anti-personnel	25/50 25	2xB3 6	-2 -1	[DR4],[TR8], Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEGA SQUIGGOTH MOB

The Mob consists of 1 Mega Squiggoth Nobz and 2 Mega Squiggoths



400 Point Value



MEGA SQUIGGOTH 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
Mega Squiggoth Nobz	As Mega Squiggoth Below							[HQ1]
Mega Squiggoth	15	2+	6/-4	Supa Lobbas [M] Anti-personnel	25/50 25	2xB3 6	-2 -1	[DR4],[TR8], Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

GIBLETGRINDA BATTLEFORTRESS

Consists of 1 Gibletgrinda Battlefortress



100 Point Value



GIBLETGRINDA BATTLEFORTRESS

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
Gibletgrinda Battlefortress	15	2+	5/-3	5x Kannon	20/35	5xB0	-2	[DR3],[TR8], Special
				Scorcha [FW]	10	2	-1	
				Anti-personnel	25	4	-1	

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

GIBLETGRINDA BATTLEFORTRESS MOB

The Mob consists of 1 Gibletgrinda Battlefortress Nobz and 2 Gibletgrinda Battlefortresses



350 Point Value



GIBLETGRINDA BATTLEFORTRESS 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.

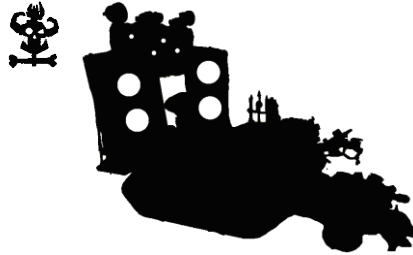
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gibletgrinda Battlefortress Nobz	As Gibletgrinda Battlefortress Below							[HQ1]
Gibletgrinda Battlefortress	15	2+	5/-3	5x Kannon	20/35	5xB0	-2	[DR3],[TR8], Special
				Scorcha [FW]	10	2	-1	
				Anti-personnel	25	4	-1	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

GOFF ROCKER BOYZ BATTLEFORTRESS

Consists of 1 Goff Rocker Boyz Battlefortress



150 Point Value



GOFF ROCKER BOYZ BATTLEFORTRESS

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.

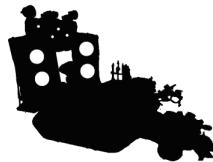
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Goff Rocker Boyz Battlefortress	15	2+	4/-3	4x Kannon	20/35	4xB0	-2	[DR3],[TR4], Special
				Uge Speaka	25	1d10/2+1	-1	
				Anti-personnel	25	6	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

GOFF ROCKER BOYZ BATTLEFORTRESS MOB

The Mob consists of 1 Goff Rocker Boyz Battlefortress Nobz and 2 Goff Rocker Boyz Battlefortresses



450 Point Value



GOFF ROCKER BOYZ BATTLEFORTRESS 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
Goff Rocker Boyz Battlefortress Nobz	As Goff Rocker Boyz Battlefortress Below							[HQ1]
Goff Rocker Boyz Battlefortress	15	2+	4/-3	4x Kannon	20/35	4xB0	-2	[DR3],[TR4], Special
				Uge Speaka	25	1d10/2+1	-1	
				Anti-personnel	25	6	-1	

Victory Points 5 VP

Your opponent gains 3 VPs when this Mob is broken

KILL BLASTA

Consists of 1 Kill Blasta



100 Point Value



KILL BLASTA

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
Kill Blasta	15	2+	4/-3	Giga Shoota	25/50	1-10	-1	[DR3], Special
				Anti-personnel	25	6	-1	

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

KILL BLASTA MOB

The Mob consists of 1 Kill Blasta Nobz and 2 Kill Blastas



300 Point Value



KILL BLASTA 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
Kill Blasta Nobz	As Kill Blasta Below							[HQ1]
Kill Blasta	15	2+	4/-3	Giga Shoota	25/50	1-10	-1	[DR3], Special
				Anti-personnel	25	6	-1	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

KILL BURSTA TYPE 1

Consists of 1 Kill Bursta Type 1



100 Point Value



KILL BURSTA TYPE 1

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
Kill Bursta Type 1	10	2+	4/-3	Belly gun	35/70	B1-10	-3	[DR3], Special
				Anti-personnel	25	6	-1	

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

KILL BURSTA MOB TYPE 1

The Mob consists of 1 Kill Bursta Type 1 Nobz and 2 Kill Bursta Type 1



300 Point Value



KILL BURSTA MOB TYPE 1

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
Kill Bursta Type 1 Nobz	As Kill Bursta Type 1 Below							[HQ1]
Kill Bursta Type 1	10	2+	4/-3	Belly gun	35/70	B1-10	-3	[DR3], Special
				Anti-personnel	25	6	-1	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

KILL BURSTA TYPE 2

Consists of 1 Kill Bursta Type 2



100 Point Value



KILL BURSTA TYPE 2

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
Kill Bursta Type 2	10	2+	4/-3	Bursta Kannon [Dmg+2] Anti-personnel	20/35 25	B3 6	-5 -1	[DR3], Special

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

KILL BURSTA MOB TYPE 2

The Mob consists of 1 Kill Bursta Type 2 Nobz and 2 Kill Bursta Type 2



300 Point Value



KILL BURSTA MOB TYPE 2

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
Kill Bursta Type 2 Nobz	As Kill Bursta Type 2 Below							[HQ1]
Kill Bursta Type 2	10	2+	4/-3	Bursta Kannon [Dmg+2] Anti-personnel	20/35 25	B3 6	-5 -1	[DR3], Special

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

KILL KRUSHA

Consists of 1 Kill Krusha



100 Point Value



KILL KRUSHA

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
Kill Krusha	25	2+	4/-3	Krusha Kannon				[DR3], Special
				Tankhamma Shell	30/60	1	-4	
				Boom Shell	30/60	B2	-2	
				Blast Burna Shell [FW]	25/50	B2	-1	
				Scorcha [FW]	10	2	-1	
				Anti-personnel	25	4	-1	

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

KILL KRUSHA MOB

The Mob consists of 1 Kill Krusha Nobz and 2 Kill Krushas



300 Point Value



KILL KRUSHA 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.

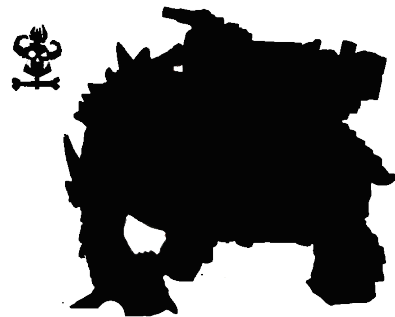
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kill Krusha Nobz	As Kill Krusha Below							[HQ1]
Kill Krusha	25	2+	4/-3	Krusha Kannon				[DR3], Special
				Tankhamma Shell	30/60	1	-4	
				Boom Shell	30/60	B2	-2	
				Blast Burna Shell [FW]	25/50	B2	-1	
				Scorcha [FW]	10	2	-1	
				Anti-personnel	25	4	-1	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

ORKEOSAURUS

Consists of 1 Orkeosaurus



200 Point Value



ORKEOSAURUS

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.

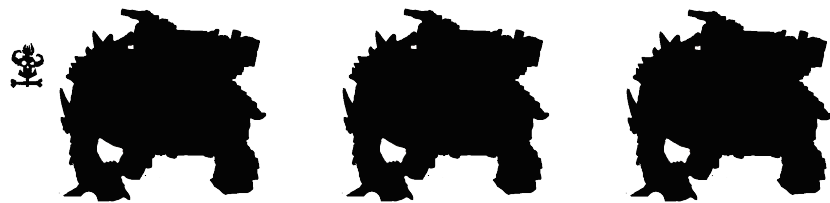
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Orkeosaurus	15	1+	6/-5	Supa Lobbas [M]	25/50	3xB3	-2	[DR6],[TR8], Special
				Big zzappa	25/50	3	-2	
				Anti-personnel	25	10	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

ORKEOSAURUS MOB

The Mob consists of 1 Orkeosaurus Nobz and 2 Orkeosaurus



600 Point Value



ORKEOSAURUS 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
Orkeosaurus Nobz	As Orekosaurus Below							[HQ1]
Orkeosaurus	15	1+	6/-5	Supa Lobbas [M]	25/50	3xB3	-2	[DR6],[TR8], Special
				Big zzappa	25/50	3	-2	
				Anti-personnel	25	10	-1	

Victory Points 6 VP

Your opponent gains 3 VPs when this Mob is broken

ROKKITSPITTA BATTLEFORTRESS

Consists of 1 Rokkitspitta Battlefortress



100 Point Value



ROKKITSPITTA BATTLEFORTRESS

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
Rokkitspitta Battlefortress	15	2+	4/-3	Supa Rokkits	35/70	1	-2	[DR3],[TR8], Special
				Rokkits [A]	25	10	-2	
				Anti-personnel	25	4	-1	

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

ROKKITSPITTA BATTLEFORTRESS MOB

The Mob consists of 1 Rokkitspitta Battlefortress Nobz and 2 Rokkitspitta Battlefortresses



350 Point Value



ROKKITSPITTA BATTLEFORTRESS 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.

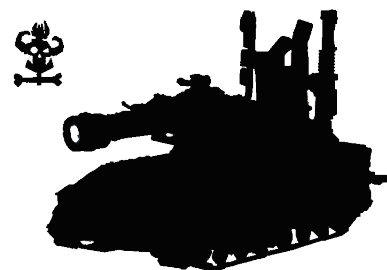
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rokkitspitta Battlefortress Nobz	As Rokkitspitta Battlefortress Below							[HQ1]
Rokkitspitta Battlefortress	15	2+	4/-3	Supa Rokkits	35/70	1	-2	[DR3],[TR8], Special
				Rokkits [A]	25	10	-2	
				Anti-personnel	25	4	-1	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

SKULLHAMMA BATTLEFORTRESS

Consists of 1 Skullhamma Battlefortress



100 Point Value



SKULLHAMMA BATTLEFORTRESS

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.

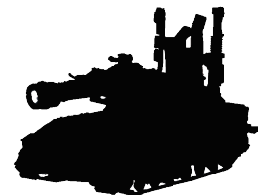
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Skullhamma Battlefortress	25	3+	4/-3	Skullhammer cannon	30/60	2xB3	-3	[DR3],[TR8], Special
				Rokkits [A]	25	3	-2	
				Anti-personnel	25	6	-1	

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

SKULLHAMMA BATTLEFORTRESS MOB

The Mob consists of 1 Skullhamma Battlefortress Nobz and 2 Skullhamma Battlefortresses



350 Point Value



SKULLHAMMA BATTLEFORTRESS 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
Skullhamma Battlefortress Nobz	As Skullhamma Battlefortress Below							[HQ1]
Skullhamma Battlefortress	25	3+	4/-3	Skullhammer cannon	30/60	2xB3	-3	[DR3],[TR8], Special
				Rokkits [A]	25	3	-2	
				Anti-personnel	25	6	-1	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

GUNZ MOB TYPE 1

The Mob consists of 1 Gunz Type 1 Nobz and 4 Gunz Type 1



100 Point Value



GUNZ MOB TYPE 1

Break Point 2: The Mob is broken if it has lost 2 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
Gunz Type 1	5	5+	1/0	Lobba [M]	25/50	B2	-1	Special

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

GUNZ MOB TYPE 2

The Mob consists of 1 Gunz Type 2 Nobz and 4 Gunz Type 2



100 Point Value



GUNZ MOB TYPE 2

Break Point 2: The Mob is broken if it has lost 2 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
Gunz Type 2	5	5+	1/0	Kannon	20/35	80	-2	Special
				Anti-personnel	25	2	-1	

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

GUNZ MOB TYPE 3

The Mob consists of 1 Gunz Type 3 Nobz and 4 Gunz Type 3



100 Point Value



GUNZ MOB TYPE 3

Break Point 2: The Mob is broken if it has lost 2 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
Gunz Type 3	5	5+	1/0	Zzappa gun	20/35	1	-2	Special

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

MEK GUNZ MOB TYPE 1

The Mob consists of 1 Mek Gunz Type 1 Nobz and 4 Mek Gunz Type 1



150 Point Value



MEK GUNZ MOB TYPE 1

Break Point 2: The Mob is broken if it has lost 2 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.

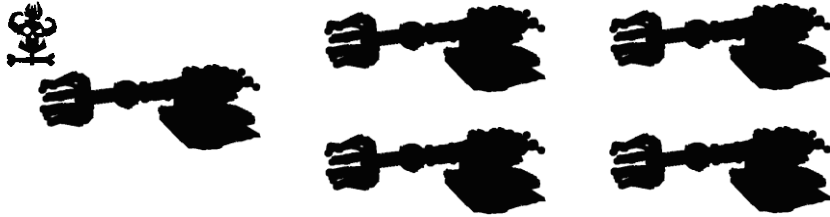
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mek gunz Type 1	5	5+	1/0	Tracktor Kannon	20/35	1	-2	Special
				Anti-personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEK GUNZ MOB TYPE 2

The Mob consists of 1 Mek Gunz Type 2 Nobz and 4 Mek Gunz Type 2



150 Point Value



MEK GUNZ MOB TYPE 2

Break Point 2: The Mob is broken if it has lost 2 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
Mek gunz Type 2	5	5+	1/0	Lifta Kannon	25/50	B2	-2	Special
				Anti-personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEK GUNZ MOB TYPE 3

The Mob consists of 1 Mek Gunz Type 3 Nobz and 4 Mek Gunz Type 3



150 Point Value



MEK GUNZ MOB TYPE 3

Break Point 2: The Mob is broken if it has lost 2 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.

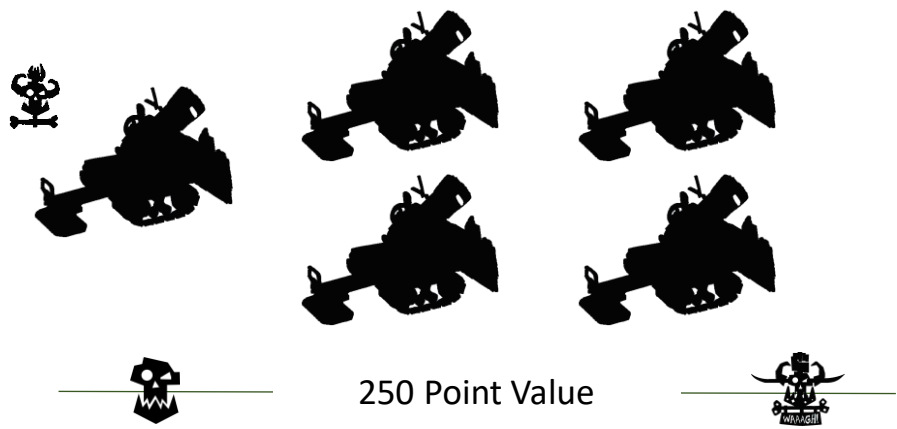
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mek gunz Type 3	5	5+	1/0	Bubblechukka	20/35	4	0	Special
				Anti-personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BIG GUNZ MOB TYPE 1

The Mob consists of 1 Big Gunz Type 1 Nobz and 4 Big Gunz Type 1



BIG GUNZ MOB TYPE 1

Break Point 2: The Mob is broken if it has lost 2 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.

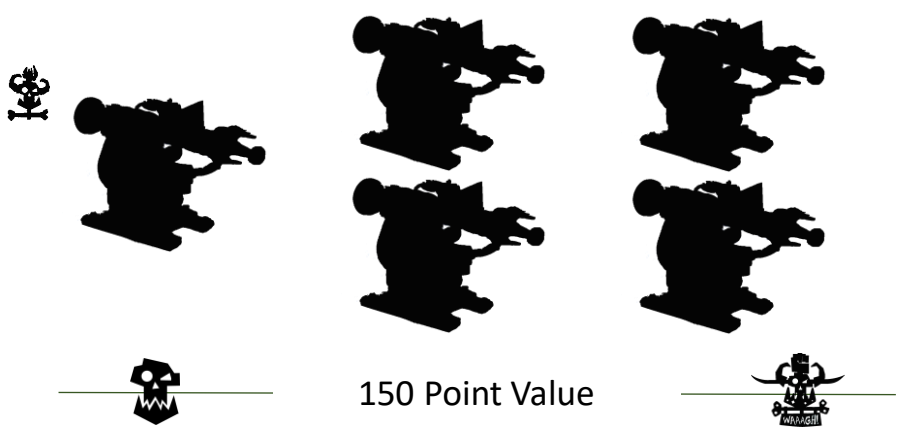
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gunz Type 1	5	5+	1/0	Heavy Lobba [M,Str+1]	50/100	B4	-3	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

BIG GUNZ MOB TYPE 2

The Mob consists of 1 Big Gunz Type 2 Nobz and 4 Big Gunz Type 2



BIG GUNZ MOB TYPE 2

Break Point 2: The Mob is broken if it has lost 2 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.

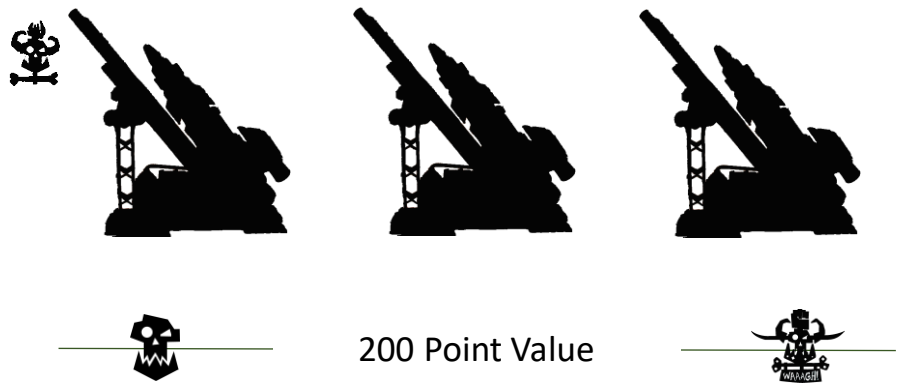
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gunz Type 2	5	5+	1/0	Mega Zzappa	35/70	B1	-4	Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

PULSA ROKKITS MOB

The Mob consists of 1 Pulsa Rokkit Nobz and 2 Pulsa Rokkits



PULSA ROKKITS 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.

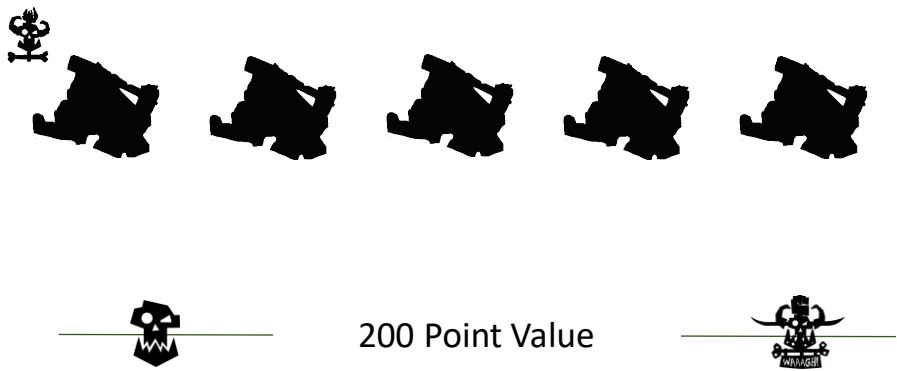
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Pulsa Rokkit	10	5+	1/0	Pulsa rokkit [Str+1,Dmg+1]	60/120	181-10	-4	Special
				Anti-personnel	25	1	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

SQUIG KATAPULT MOB

The Mob consists of 1 Squig Katapult Nobz and 4 Squig Katapults



SQUIG KATAPULT MOB

Break Point 2: The Mob is broken if it has lost 2 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
Squig Katapult	15	3+	2/-1	Squig Lobba [IC]	25/50	2TL1	-1	
				Anti-personnel	25	2	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

GREAT GARGANT

Consists of 1 Great Gargant



1100 Point Value



GREAT 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
Great Gargant	10	1+	10/-5	8	2	3	6	6	13	1100 11VP

Victory Points 11 VP

Your opponent gains 11VP when the Gargant is destroyed

SLASHER GARGANT

Consists of 1 Slasher Gargant



750 Point Value



SLASHER GARGANT

Break Point -: Per Gargant

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

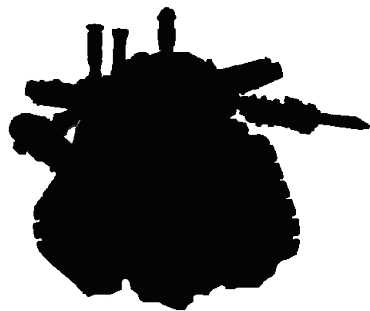
Type	Move	AV	CAF	Arm Capacity	Head Capacity	Hull Capacity	Power Fields	AP	DR	Cost
Slasher Gargant	10	1+	8/-5	6	1	2	4	4	9	750 8VP

Victory Points 8

Your opponent gains 8VP when the Gargant is destroyed

STEAM GARGANT

Consists of 1 Steam Gargant



700 Point Value



STEAM 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
Steam Gargant	15	1+	8/-5	6	1	2	Special	6	8	700 7VP

Victory Points 7 VP

Your opponent gains 7VP when the Gargant is destroyed

STOMPA GARGANT

Consists of 1 Stompa Gargant



450 Point Value



STOMPA 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
Stompa Gargant	15	2+	5/-4	5	1	1	1	4	4	450 5VP

Victory Points 5

Your opponent gains 5VP when the Gargant is destroyed

STOMPA GARGANT MOB

The Mob consists of 3 Stompa Gargants





1350 Point Value



STOMPA 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
Stompa Gargant	15	2+	5/-4	5	1	1	1	4	4	450 5VP

Victory Points 14

Your opponent gains 5VP per Gargant destroyed