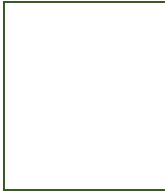
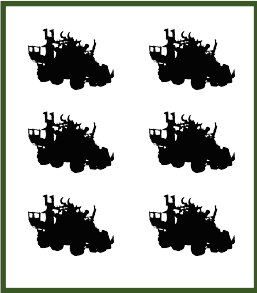


TRANSPORT CARD SYMBOLS



Transport Cards that are added to Company Cards will have their total number divided into as many formations (detachments/mobs/etc) as the Company Card possesses. To aid players in identifying how many elements and formations the transport card is divided into. They will be grouped into **boxes** signifying how many models serve as transport to one detachment on the company card. Each such group is given an order like any other formation.



This example shows that 6 trukks comprise one formation of transports that will transport one mob in an infantry warband. Each such box on a transport card means one formation that receives one order.



In the case of the transport attached to a command formation an additional symbol is added to let the player know that this box and grouping of models belongs specifically to the command formation.

TRANSPORT POOL

TRUKK TRANSPORT MOB

ONE INFANTRY WARBAND
Thirteen Trukks

350 Point Value

This Transport Card for an Infantry Warband shows THREE boxes which means there are a total of 3 formations to be attached as transport. One of the boxes has a symbol which means that one belongs to the command formation. In total there are 2 formations of 6 elements that are attached to 2 mobs of infantry and 1 formation attached to the command formation.

TRANSPORT POOL

TRUKK TRANSPORT MOB

ONE BOYZ MOB Six Trukks



150 Point Value

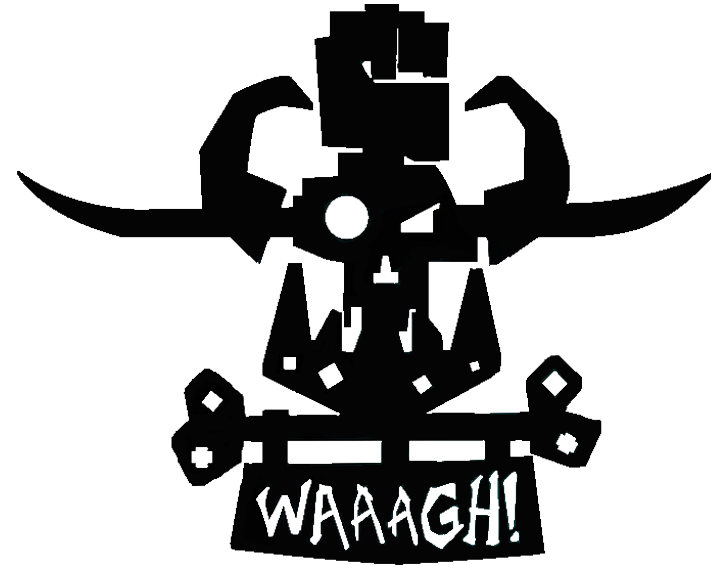


TRUKK TRANSPORT MOB

Break Point +2: The adds +2 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
Trukk	25	6+	1/-1	Anti-personnel	25	2	-1	[TR3],[OT]



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

TRUKK TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB

Four Trukks



100 Point Value

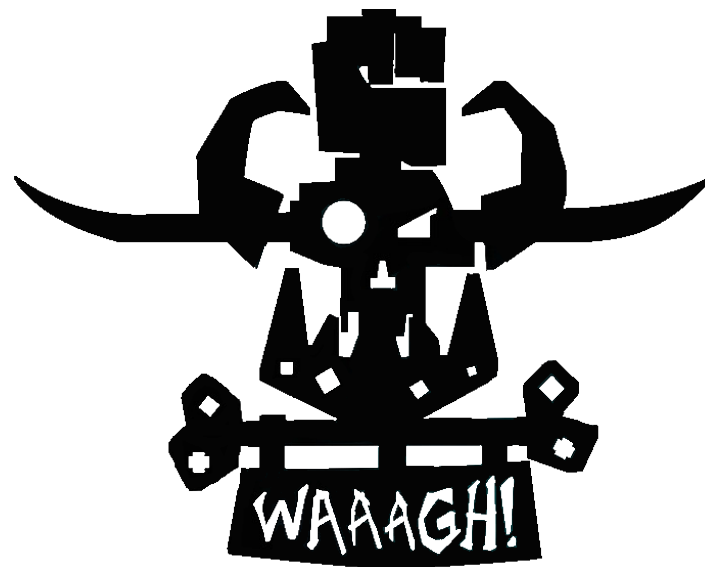


TRUKK TRANSPORT MOB

Break Point +2: The adds +2 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
Trukk	25	6+	1/-1	Anti-personnel	25	2	-1	[TR3],[OT]



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

TRUKK TRANSPORT MOB

ONE INFANTRY COMMAND MOB

One Trukk



50 Point Value

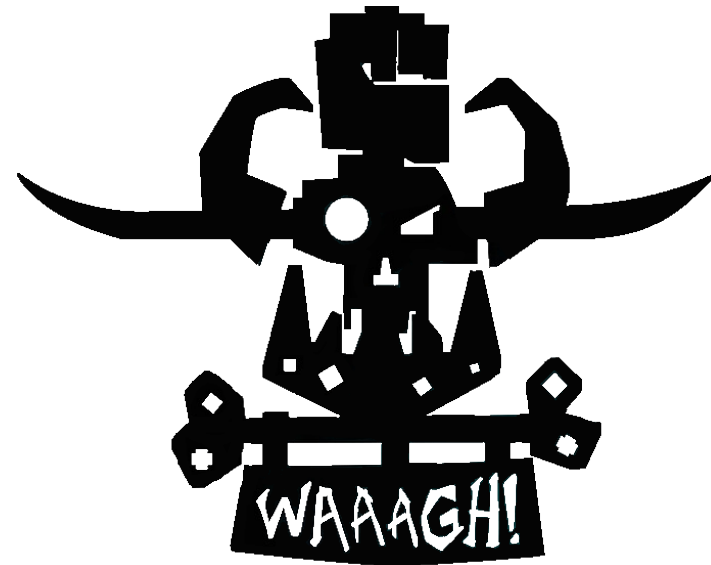


TRUKK TRANSPORT MOB

Break Point +1: The 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
Trukk	25	6+	1/-1	Anti-personnel	25	2	-1	[TR3],[OT]



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

TRUKK TRANSPORT MOB

ONE EXPANDED INFANTRY COMMAND MOB

Two Trukks



50 Point Value

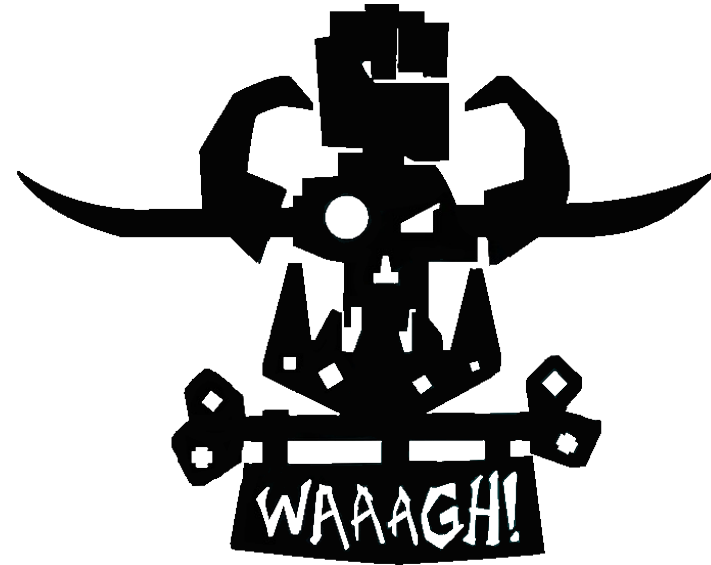


TRUKK TRANSPORT MOB

Break Point +1: The 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
Trukk	25	6+	1/-1	Anti-personnel	25	2	-1	[TR3],[OT]



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

TRUKK TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
One Trukk



50 Point Value

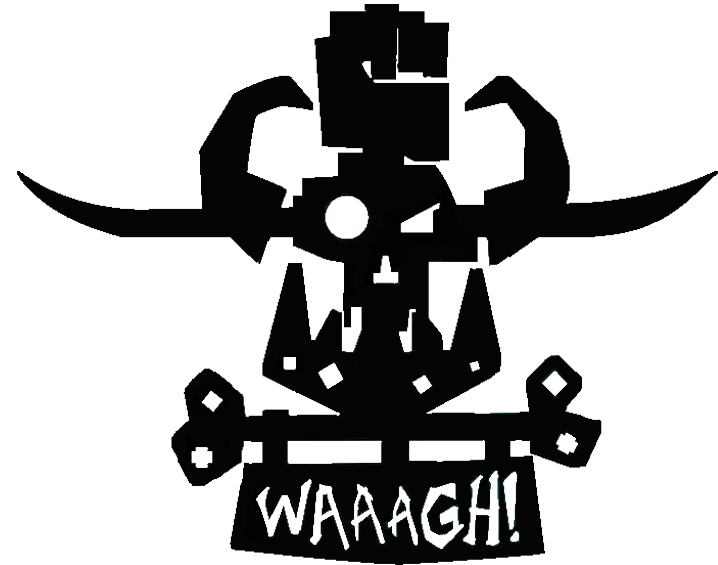


TRUKK TRANSPORT MOB

Break Point +1: The 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
Trukk	25	6+	1/-1	Anti-personnel	25	2	-1	[TR3],[OT]



+1 Victory Points

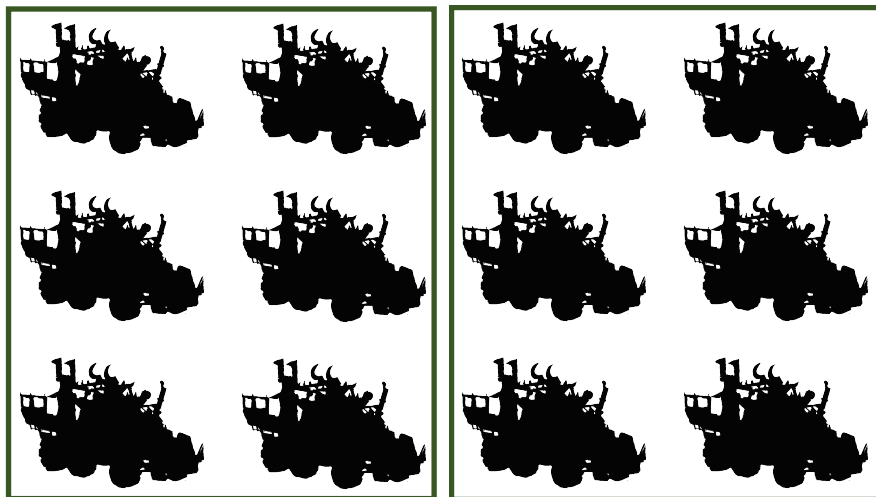
Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

TRUKK TRANSPORT MOB

ONE INFANTRY WARBAND

Thirteen Trukks



350 Point Value

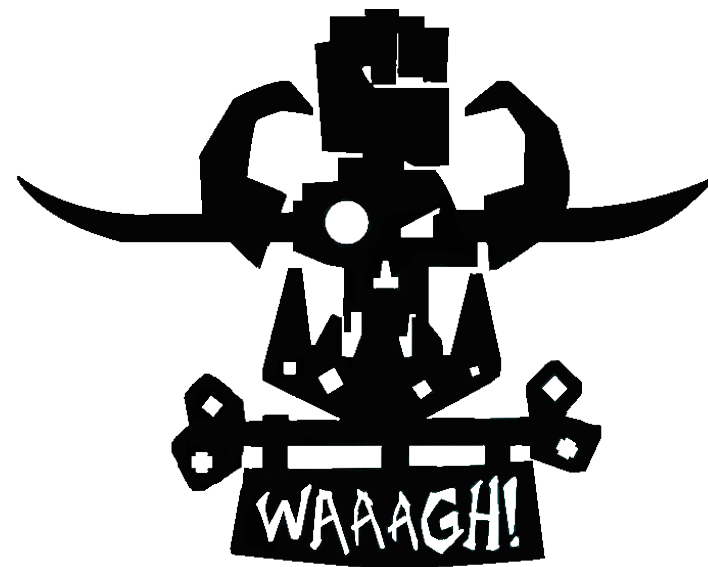


TRUKK TRANSPORT MOB

Break Point +5: The adds +5 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
Trukk	25	6+	1/-1	Anti-personnel	25	2	-1	[TR3],[OT]



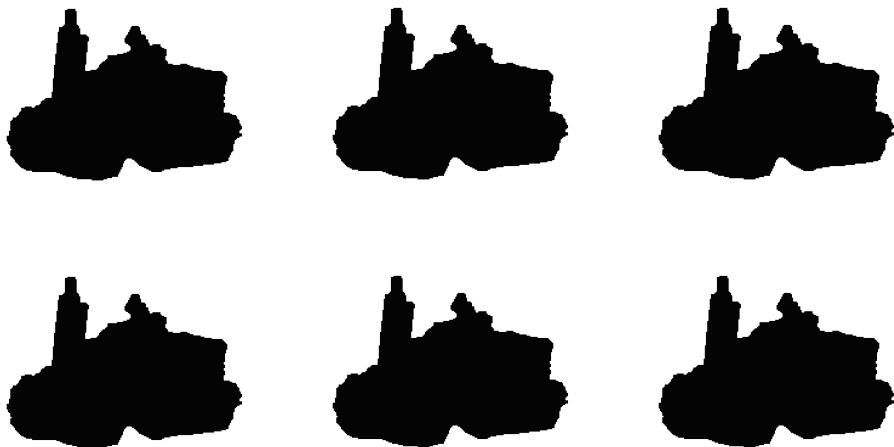
+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

SCRAP TRUKK TRANSPORT MOB

ONE BOYZ MOB
Six Scrap Trukks



150 Point Value

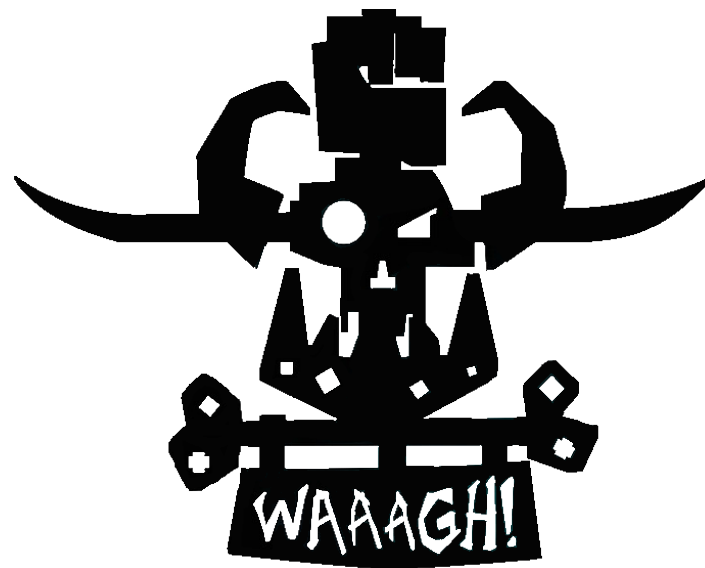


SCRAP TRUKK TRANSPORT MOB

Break Point +2: The adds +2 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
Scrap Trukk	25	5+	2/-2	Rokkits [A]	25	1	-2	[TR3],[OT], Special



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SCRAP TRUKK TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB

Four Scrap Trukks



100 Point Value

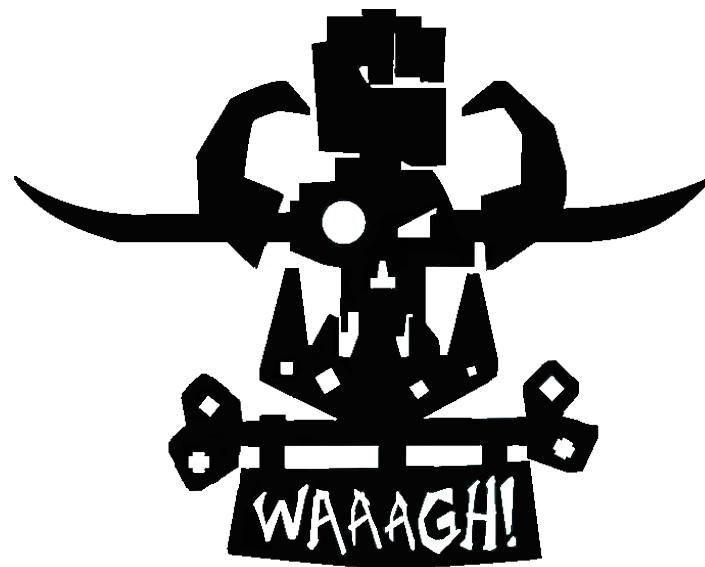


SCRAP TRUKK TRANSPORT MOB

Break Point +2: The adds +2 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
Scrap Trukk	25	5+	2/-2	Rokkits [A]	25	1	-2	[TR3],[OT], Special



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SCRAP TRUKK TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Scrap Trukk



50 Point Value

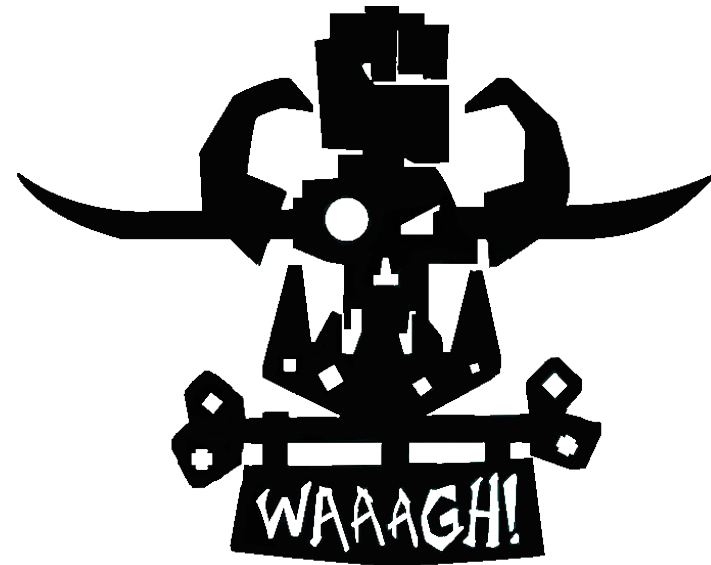


SCRAP TRUKK TRANSPORT MOB

Break Point +1: The 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
Scrap Trukk	25	5+	2/-2	Rokkits [A]	25	1	-2	[TR3],[OT], Special



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SCRAP TRUKK TRANSPORT MOB

ONE EXPANDED INFANTRY COMMAND MOB

Two Scrap Trukks



50 Point Value

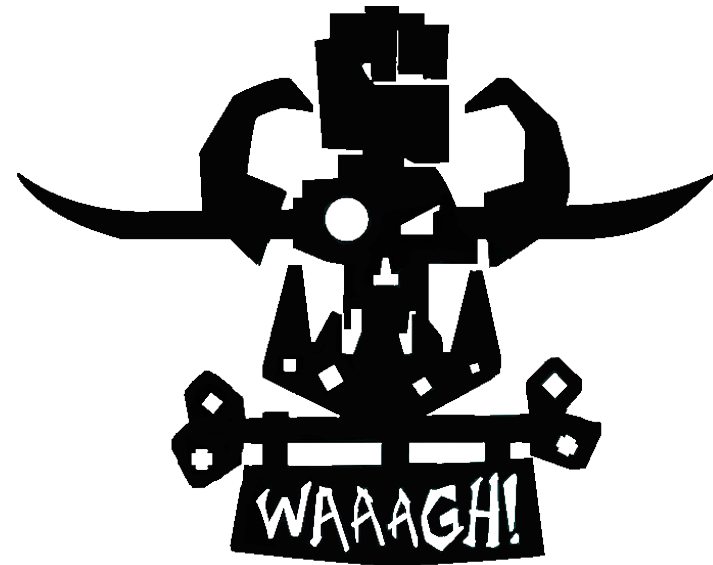


SCRAP TRUKK TRANSPORT MOB

Break Point +1: The 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
Scrap Trukk	25	5+	2/-2	Rokkits [A]	25	1	-2	[TR3],[OT], Special



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SCRAP TRUKK TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
One Scrap Trukk



50 Point Value

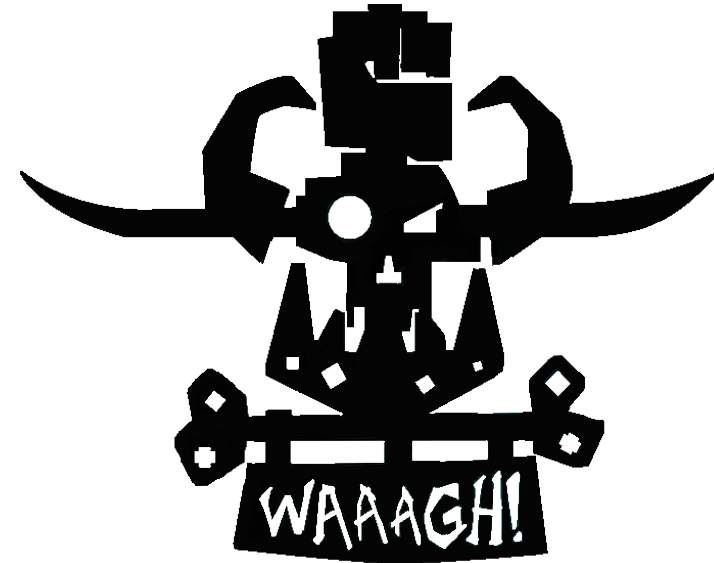


SCRAP TRUKK TRANSPORT MOB

Break Point +1: The 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
Scrap Trukk	25	5+	2/-2	Rokkits [A]	25	1	-2	[TR3],[OT], Special



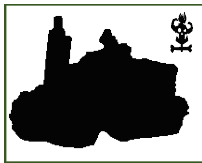
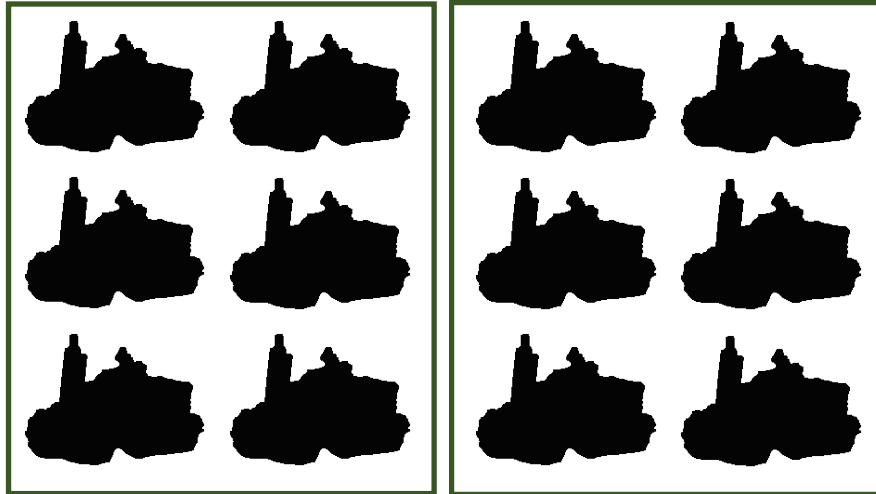
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SCRAP TRUKK TRANSPORT MOB

ONE INFANTRY WARBAND
Thirteen Scrap Trukks



350 Point Value

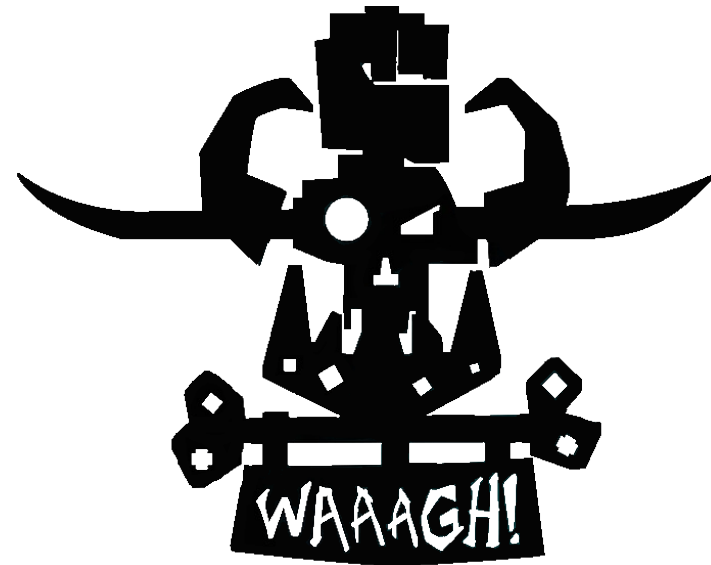


SCRAP TRUKK TRANSPORT MOB

Break Point +5: The adds +5 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
Scrap Trukk	25	5+	2/-2	Rokkits [A]	25	1	-2	[TR3],[OT], Special



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BATTLEWAGONS TRANSPORT MOB

ONE BOYZ MOB
Four Battlewagons



250 Point Value

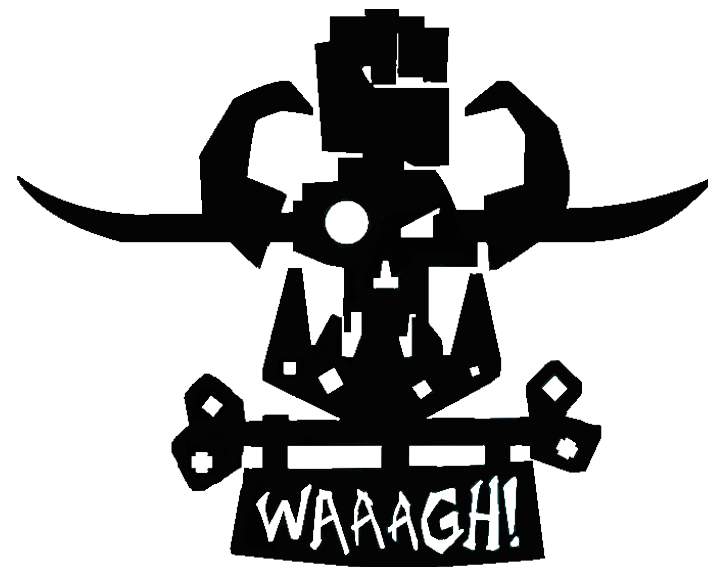


BATTLEWAGONS TRANSPORT MOB

Break Point +2: The adds +2 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
Battlewagon	25	3+	3/-2	Kannon	20/35	B0	-2	[DR2],[TR4],
				Anti-personnel	25	4	-1	[OT]



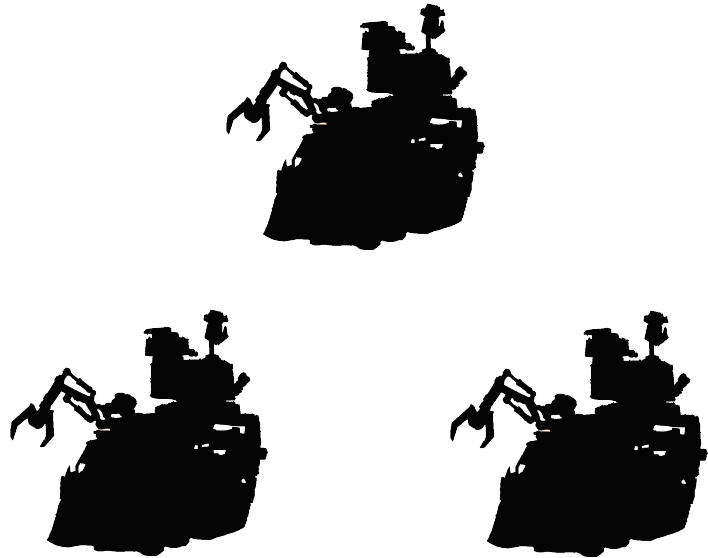
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BATTLEWAGONS TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
Three Battlewagons



150 Point Value

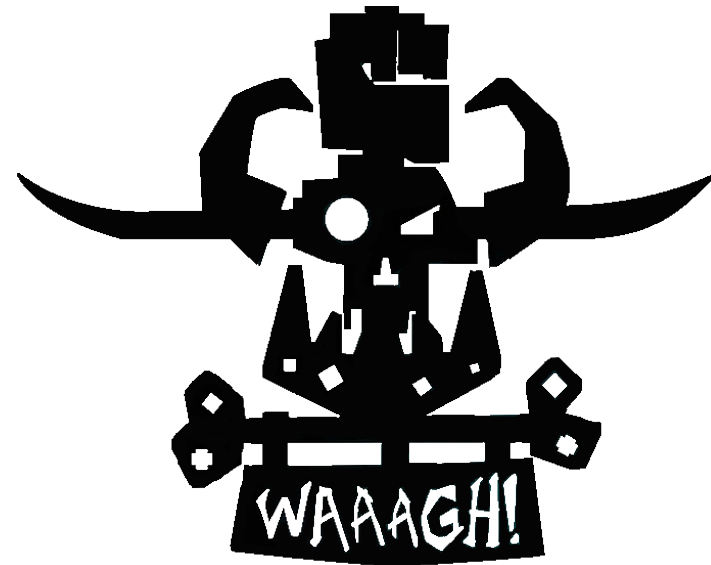


BATTLEWAGONS TRANSPORT MOB

Break Point +1: The 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
Battlewagon	25	3+	3/-2	Kannon	20/35	B0	-2	[DR2],[TR4],
				Anti-personnel	25	4	-1	[OT]



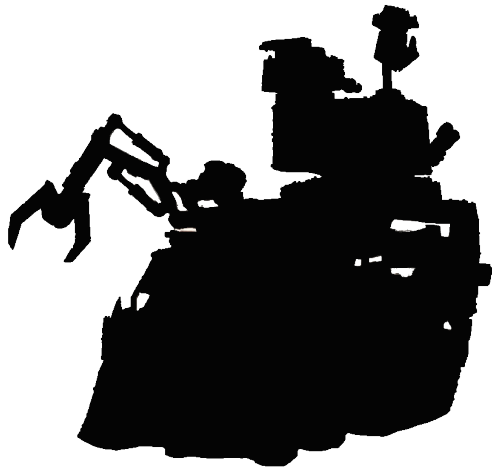
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BATTLEWAGONS TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Battlewagon



50 Point Value

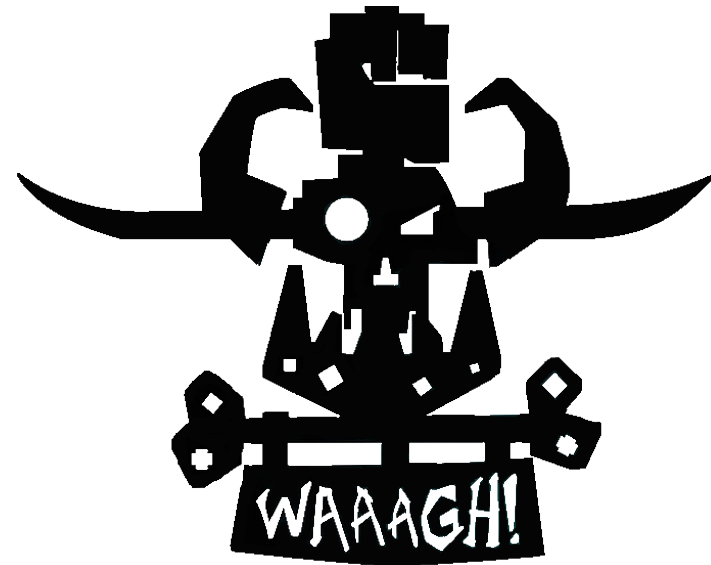


BATTLEWAGONS TRANSPORT MOB

Break Point +1: The 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
Battlewagon	25	3+	3/-2	Kannon	20/35	B0	-2	[DR2],[TR4],
				Anti-personnel	25	4	-1	[OT]



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BATTLEWAGONS TRANSPORT MOB

ONE EXPANDED INFANTRY COMMAND MOB

Two Battlewagons



100 Point Value

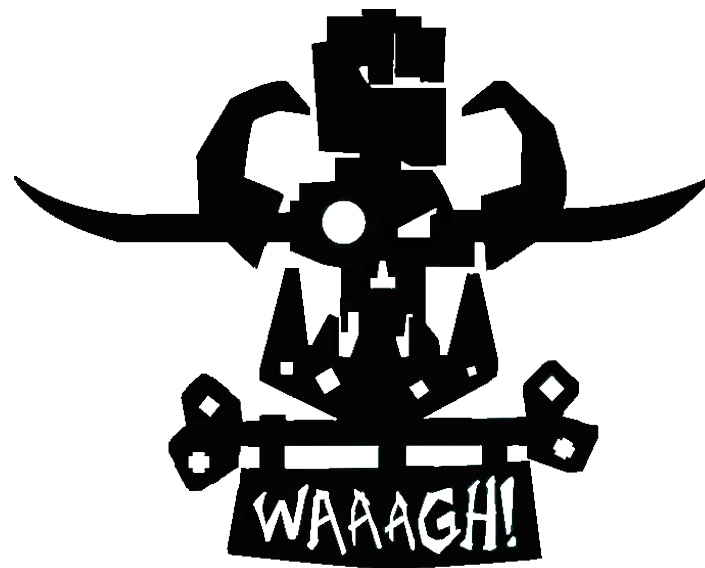


BATTLEWAGONS TRANSPORT MOB

Break Point +1: The 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
Battlewagon	25	3+	3/-2	Kannon	20/35	B0	-2	[DR2],[TR4],
				Anti-personnel	25	4	-1	[OT]



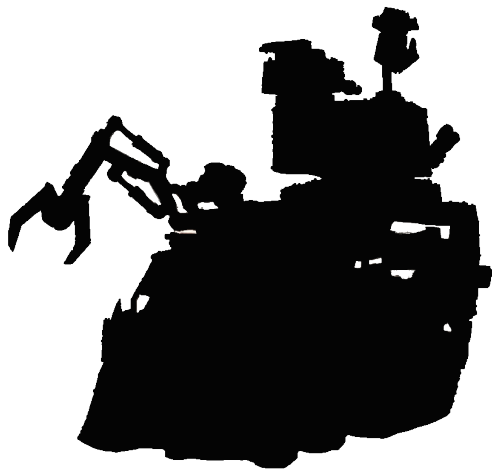
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BATTLEWAGONS TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
One Battlewagon



50 Point Value

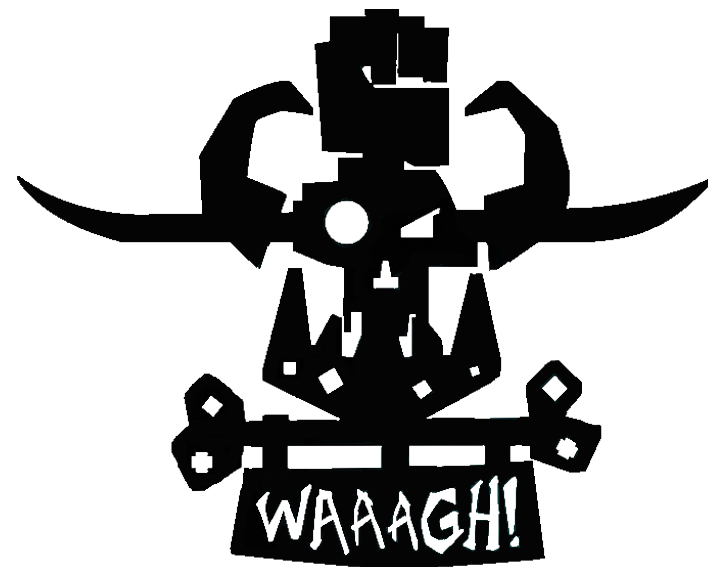


BATTLEWAGONS TRANSPORT MOB

Break Point +1: The 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
Battlewagon	25	3+	3/-2	Kannon	20/35	B0	-2	[DR2],[TR4],
				Anti-personnel	25	4	-1	[OT]



+1 Victory Points

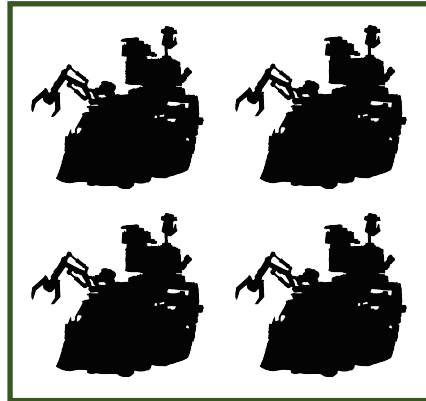
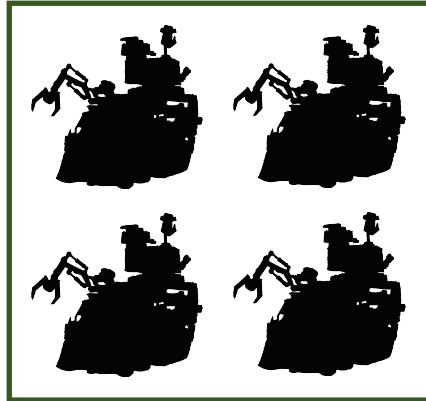
Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BATTLEWAGONS TRANSPORT MOB

ONE INFANTRY WARBAND

Nine Battlewagons



500 Point Value

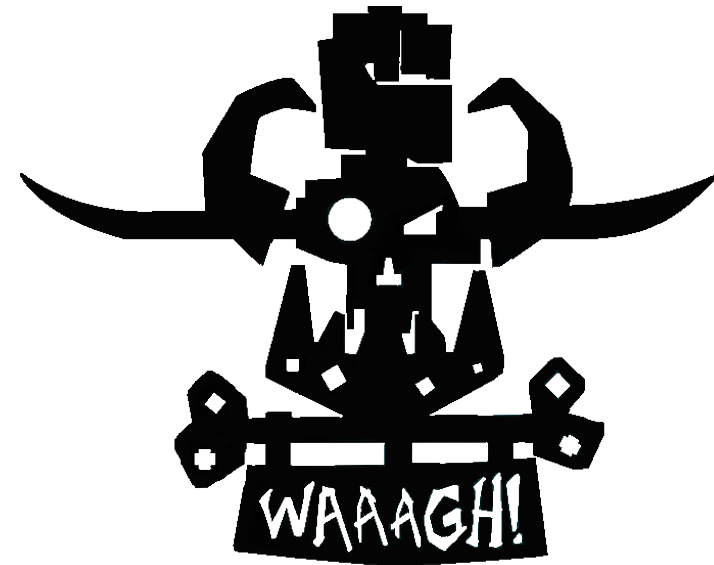


BATTLEWAGONS TRANSPORT MOB

Break Point +4: The 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
Battlewagon	25	3+	3/-2	Kannon	20/35	B0	-2	[DR2],[TR4],
				Anti-personnel	25	4	-1	[OT]



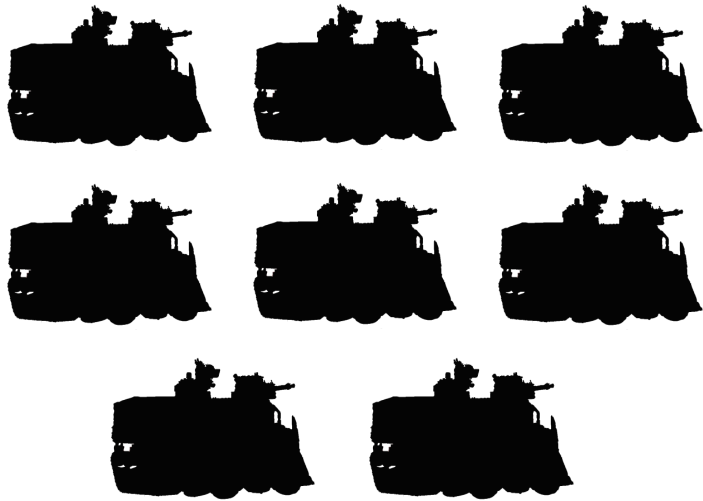
+5 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

'ARDCASE BATTLEWAGONS TRANSPORT MOB

ONE BOYZ MOB
Eight 'Ardcase Battlewagons



550 Point Value



'ARDCASE BATTLEWAGONS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
'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	



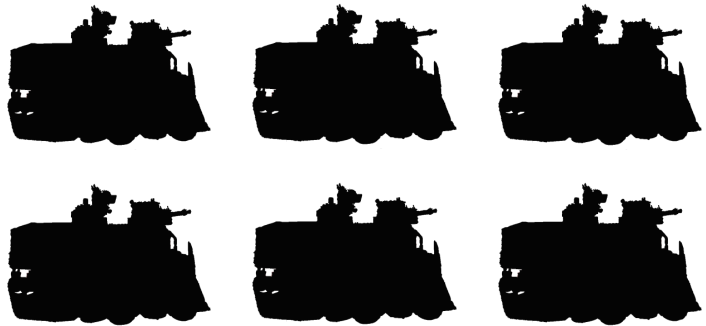
+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

'ARDCASE BATTLEWAGONS TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
Six 'Ardcase Battlewagons



400 Point Value

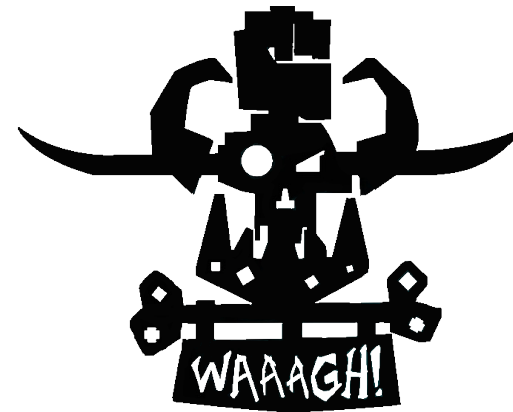


'ARDCASE BATTLEWAGONS TRANSPORT MOB

Break Point +2: The adds +2 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
'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	



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

'ARDCASE BATTLEWAGONS TRANSPORT MOB

ONE INFANTRY COMMAND MOB

Two 'Ardcase Battlewagon



150 Point Value

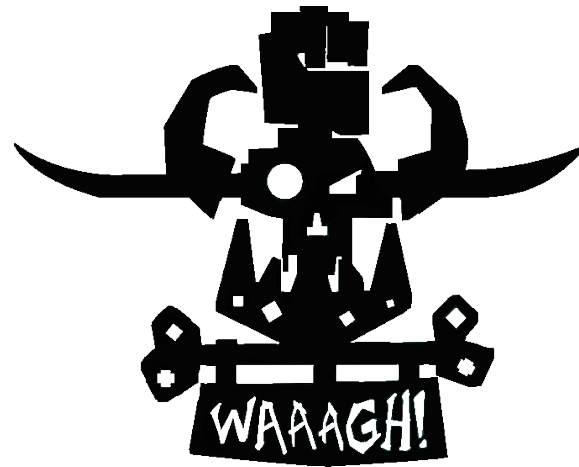


'ARDCASE BATTLEWAGONS TRANSPORT MOB

Break Point +1: The 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
'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	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

'ARDCASE BATTLEWAGONS TRANSPORT MOB

ONE EXPANDED INFANTRY COMMAND MOB
Three 'Ardcase Battlewagons



200 Point Value

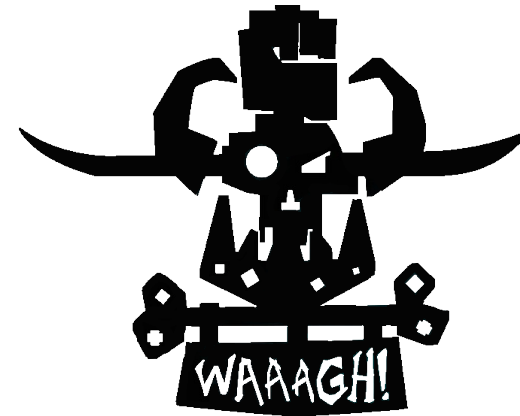


'ARDCASE BATTLEWAGONS TRANSPORT MOB

Break Point +1: The 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
'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	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

'ARDCASE BATTLEWAGONS TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION

Two 'Ardcase Battlewagon



150 Point Value

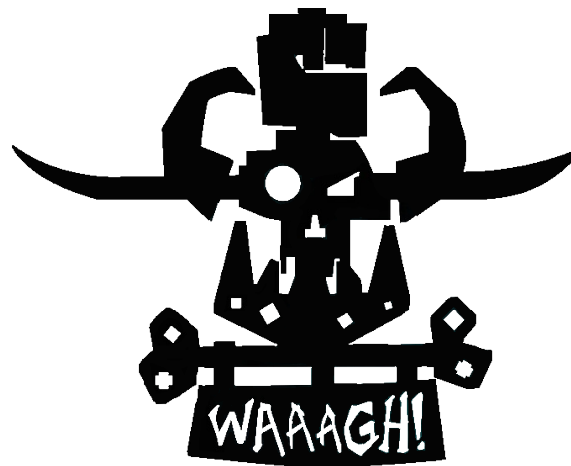


'ARDCASE BATTLEWAGONS TRANSPORT MOB

Break Point +1: The 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
'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	



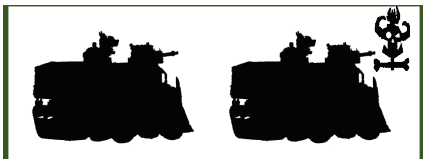
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

'ARDCASE BATTLEWAGONS TRANSPORT MOB

ONE INFANTRY WARBAND
Eighteen 'Ardcase Battlewagons



1250 Point Value

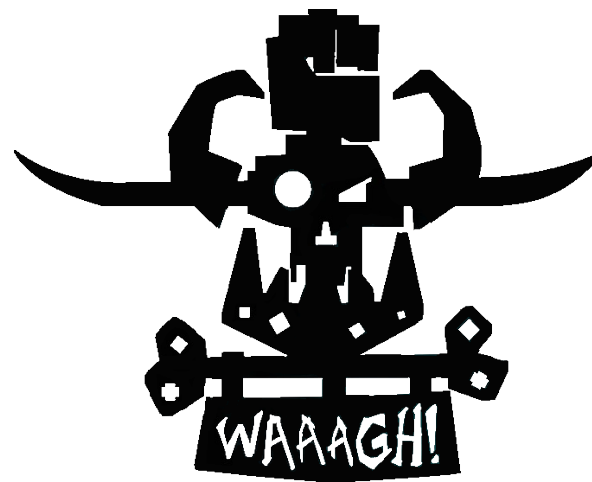


'ARDCASE BATTLEWAGONS TRANSPORT MOB

Break Point +7: The adds +7 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
'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	



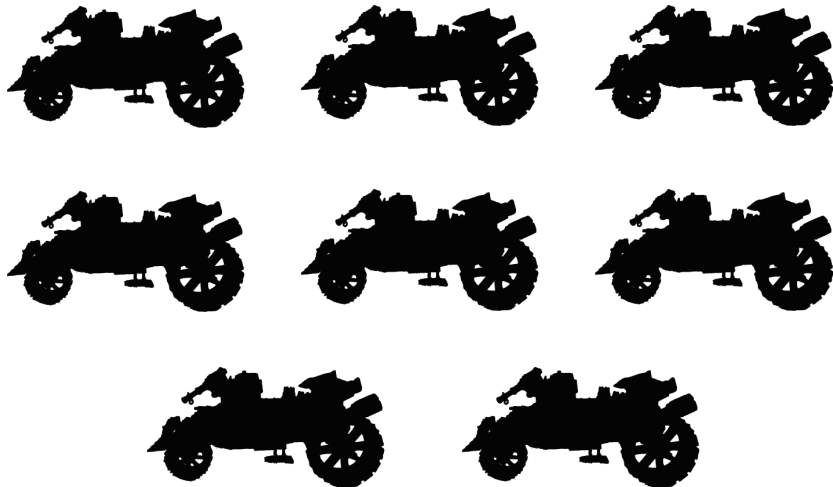
+13 Victory Points

Your opponent gains +7VP when attached formation is broken

TRANSPORT POOL

LIGHT BATTLEWAGONS TRANSPORT MOB

ONE BOYZ MOB Eight Light Battlewagons



250 Point Value

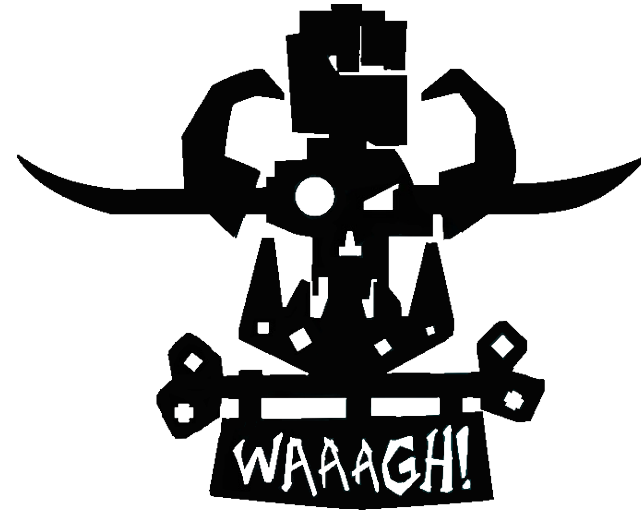


LIGHT BATTLEWAGONS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Light Battlewagon	25	4+	2/-1	Kannon	20/35	B0	-2	[TR2]
				Anti-personnel	25	1	-1	



+3 Victory Points

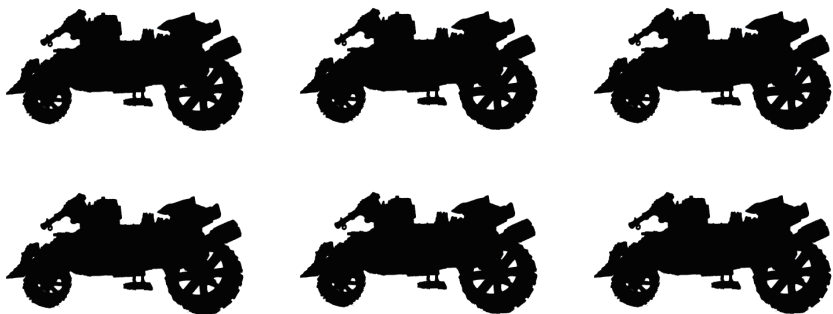
Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

LIGHT BATTLEWAGONS TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB

Six Light Battlewagons



200 Point Value

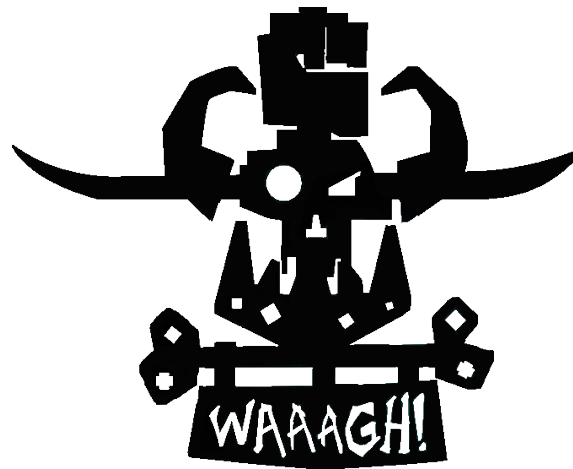


LIGHT BATTLEWAGONS TRANSPORT MOB

Break Point +2: The adds +2 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
Light Battlewagon	25	4+	2/-1	Kannon	20/35	B0	-2	[TR2]
				Anti-personnel	25	1	-1	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

LIGHT BATTLEWAGONS TRANSPORT MOB

ONE INFANTRY COMMAND MOB
Two Light Battlewagon



50 Point Value

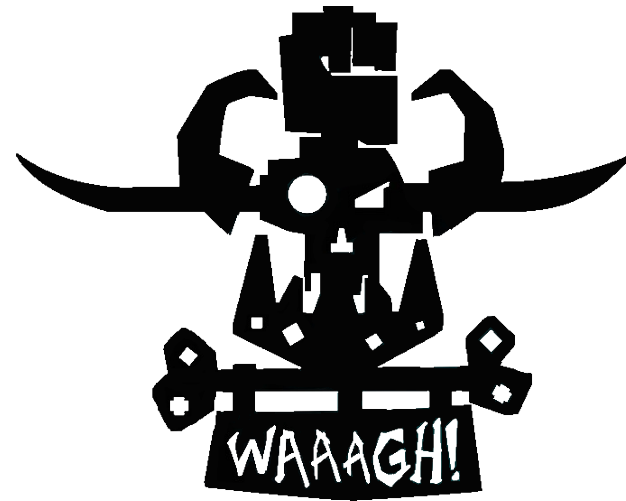


LIGHT BATTLEWAGONS TRANSPORT MOB

Break Point +1: The 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
Light Battlewagon	25	4+	2/-1	Kannon	20/35	B0	-2	[TR2]
				Anti-personnel	25	1	-1	



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

LIGHT BATTLEWAGONS TRANSPORT MOB

ONE INFANTRY COMMAND MOB

Three Light Battlewagon



100 Point Value

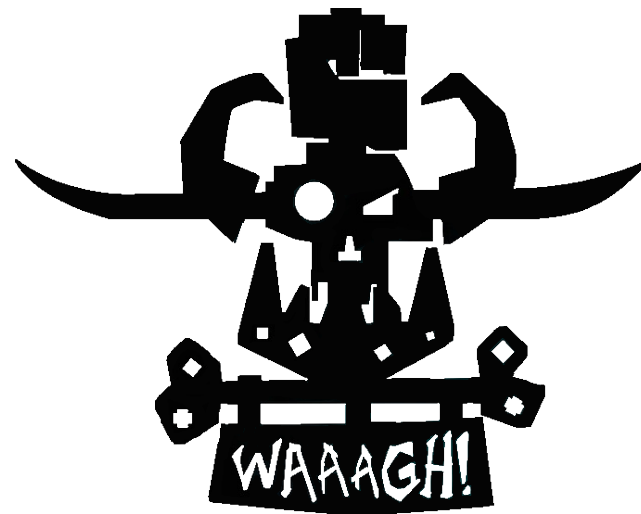


LIGHT BATTLEWAGONS TRANSPORT MOB

Break Point +1: The 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
Light Battlewagon	25	4+	2/-1	Kannon	20/35	B0	-2	[TR2]
				Anti-personnel	25	1	-1	



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

LIGHT BATTLEWAGONS TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION

Two Light Battlewagon



50 Point Value

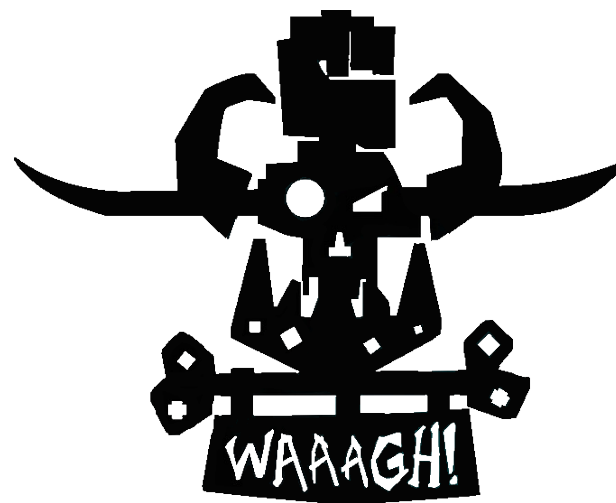


LIGHT BATTLEWAGONS TRANSPORT MOB

Break Point +1: The 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
Light Battlewagon	25	4+	2/-1	Kannon	20/35	B0	-2	[TR2]
				Anti-personnel	25	1	-1	



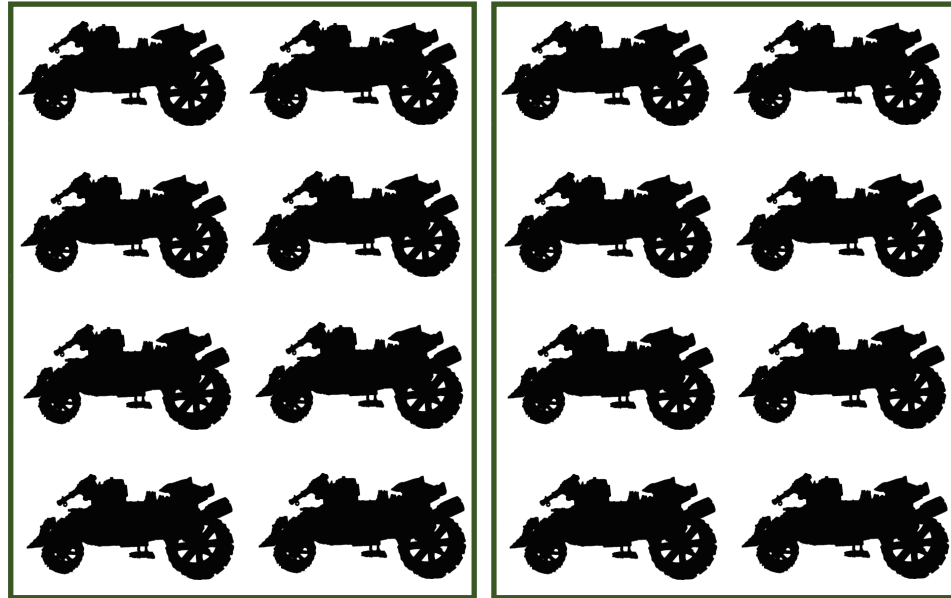
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

LIGHT BATTLEWAGONS TRANSPORT MOB

ONE INFANTRY WARBAND
Eighteen Light Battlewagons



550 Point Value



LIGHT BATTLEWAGONS TRANSPORT MOB

Break Point +7: The adds +7 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
Light Battlewagon	25	4+	2/-1	Kannon	20/35	B0	-2	[TR2]
				Anti-personnel	25	1	-1	



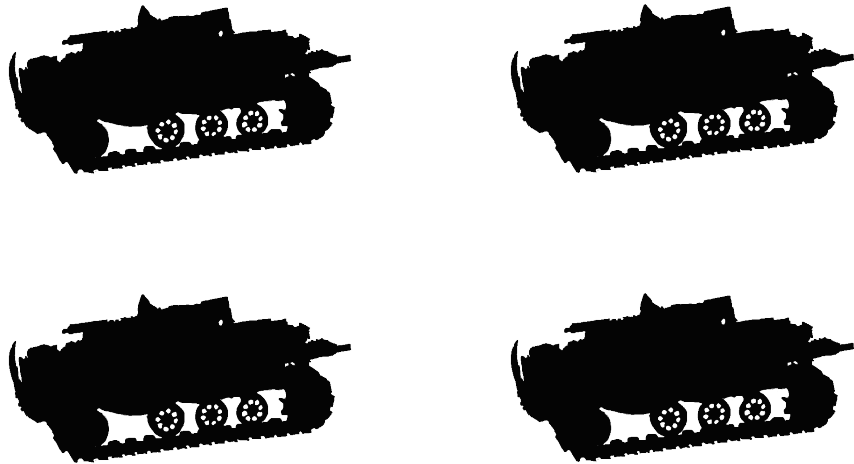
+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

BIG TRACK TRANSPORT MOB

ONE BOYZ MOB
Four Big Tracks



200 Point Value

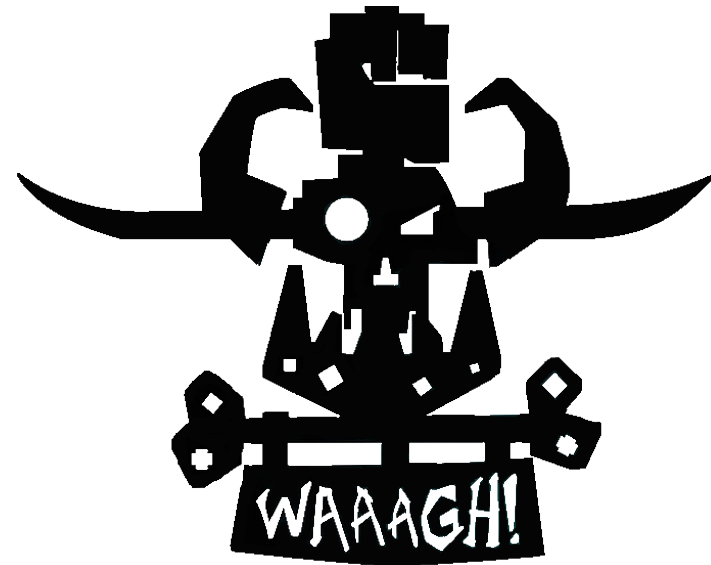


BIG TRACK TRANSPORT MOB

Break Point +2: The adds +2 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 Track	25	4+	2/-1	Anti-personnel	25	2	-1	[TR4],[OT],[AG]
				Scorchas [FW]	10	2	-1	



+2 Victory Points

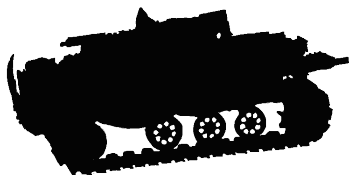
Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG TRACK TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB

Three Big Tracks



150 Point Value

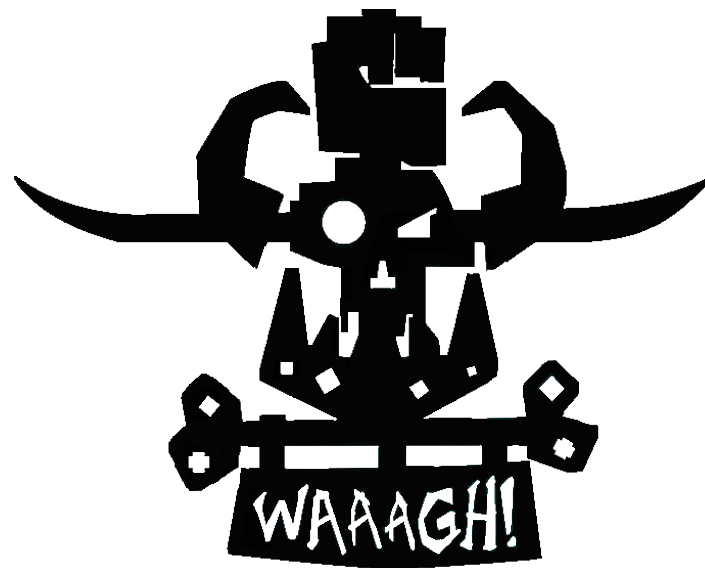


BIG TRACK TRANSPORT MOB

Break Point +1: The 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
Big Track	25	4+	2/-1	Anti-personnel	25	2	-1	[TR4],[OT],[AG]
				Scorchas [FW]	10	2	-1	



+2 Victory Points

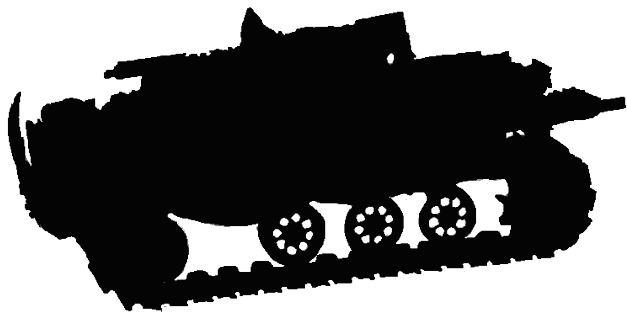
Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG TRACK TRANSPORT MOB

ONE INFANTRY COMMAND MOB

One Big Track



50 Point Value

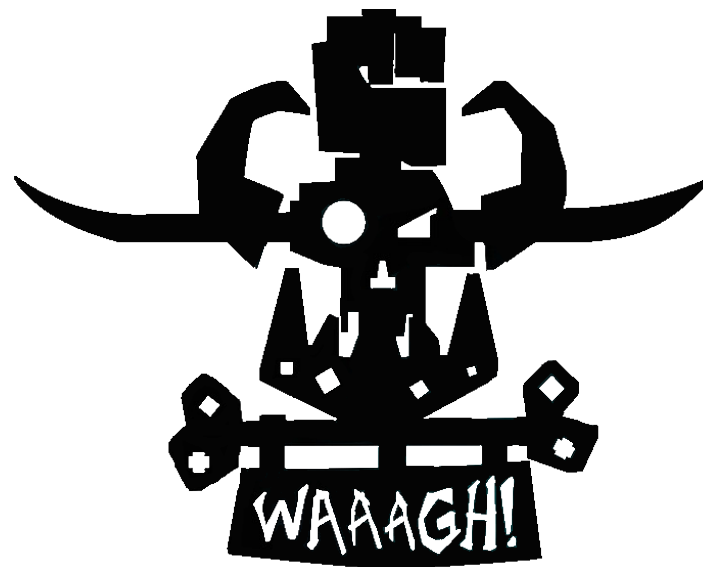


BIG TRACK TRANSPORT MOB

Break Point +1: The 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
Big Track	25	4+	2/-1	Anti-personnel	25	2	-1	[TR4],[OT],[AG]
				Scorchas [FW]	10	2	-1	



+1 Victory Points

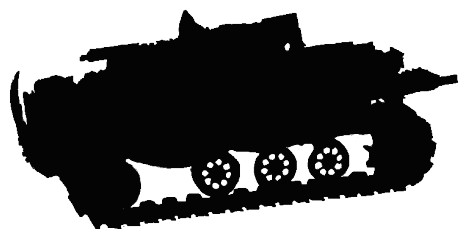
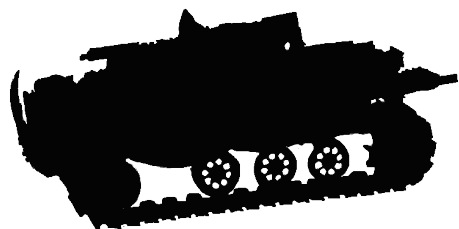
Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG TRACK TRANSPORT MOB

ONE EXPANDED INFANTRY COMMAND MOB

Two Big Tracks



100 Point Value

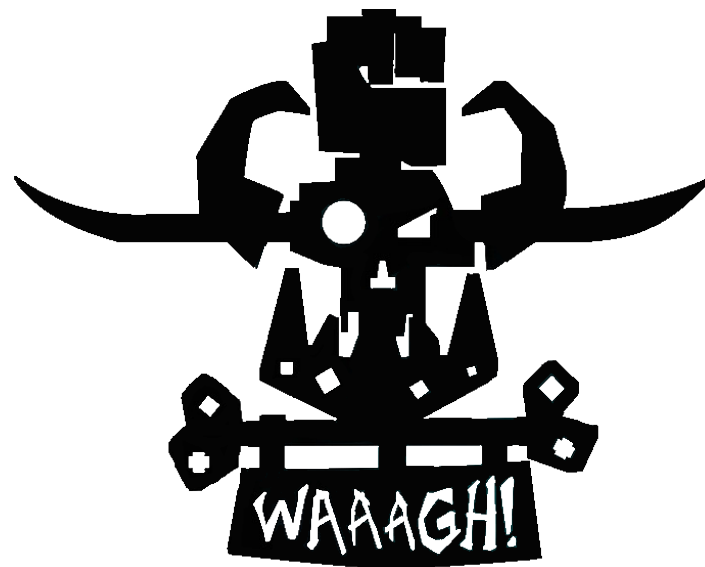


BIG TRACK TRANSPORT MOB

Break Point +1: The 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
Big Track	25	4+	2/-1	Anti-personnel	25	2	-1	[TR4],[OT],[AG]
				Scorchas [FW]	10	2	-1	



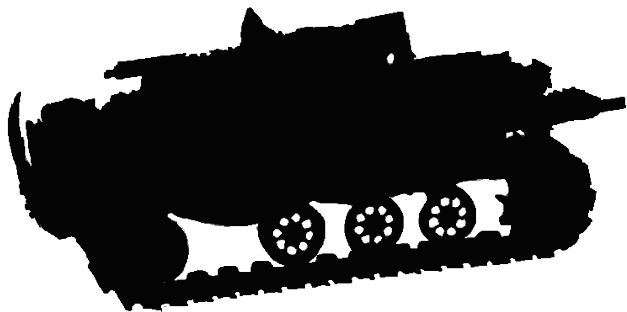
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG TRACK TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
One Big Track



50 Point Value

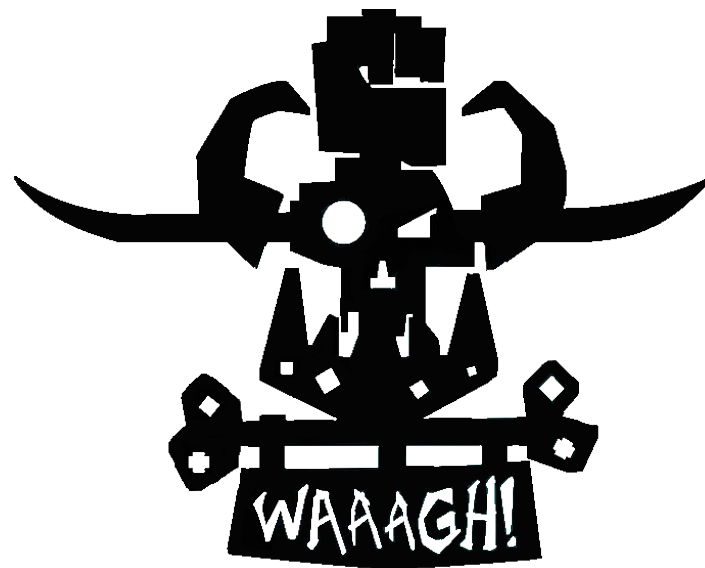


BIG TRACK TRANSPORT MOB

Break Point +1: The 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
Big Track	25	4+	2/-1	Anti-personnel	25	2	-1	[TR4],[OT],[AG]
				Scorchas [FW]	10	2	-1	



+1 Victory Points

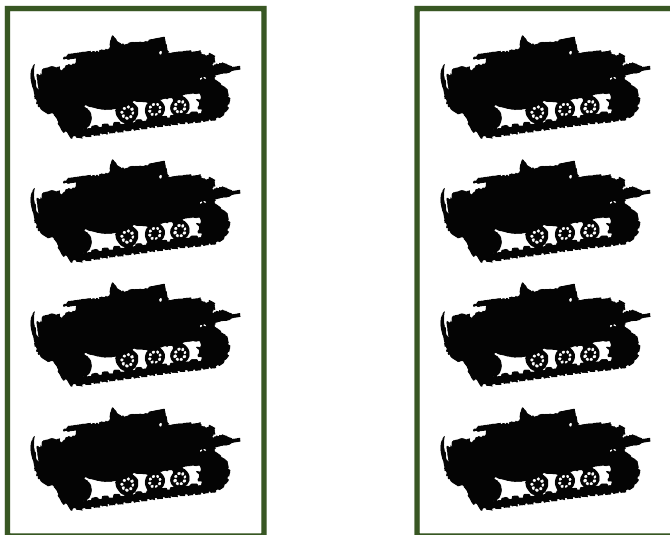
Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG TRACK TRANSPORT MOB

ONE INFANTRY WARBAND

Nine Big Tracks



400 Point Value

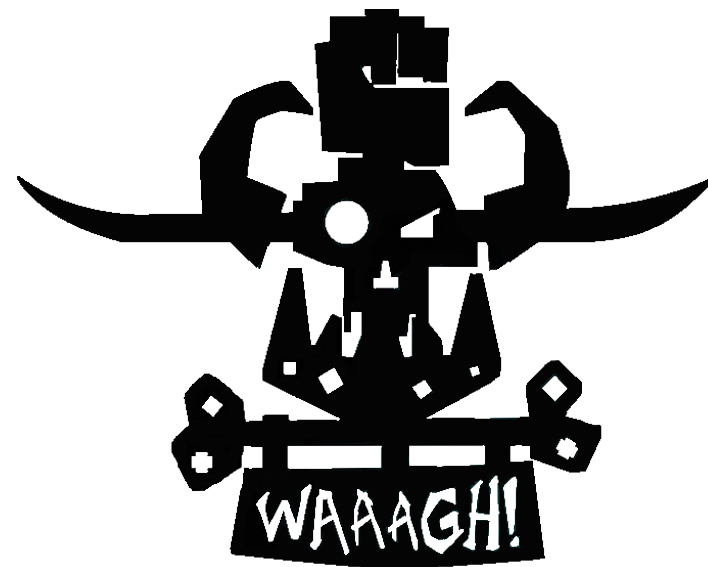


BIG TRACK TRANSPORT MOB

Break Point +4: The 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 Track	25	4+	2/-1	Anti-personnel	25	2	-1	[TR4],[OT],[AG]
				Scorchas [FW]	10	2	-1	



+4 Victory Points

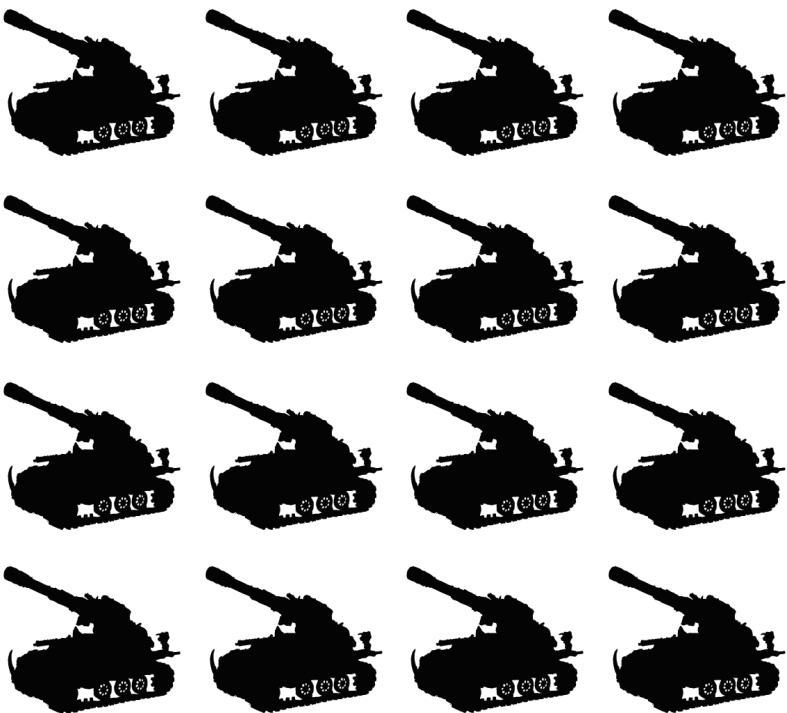
Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 1

ONE BOYZ MOB

Sixteen Big Gun Tracks Type 1



850 Point Value

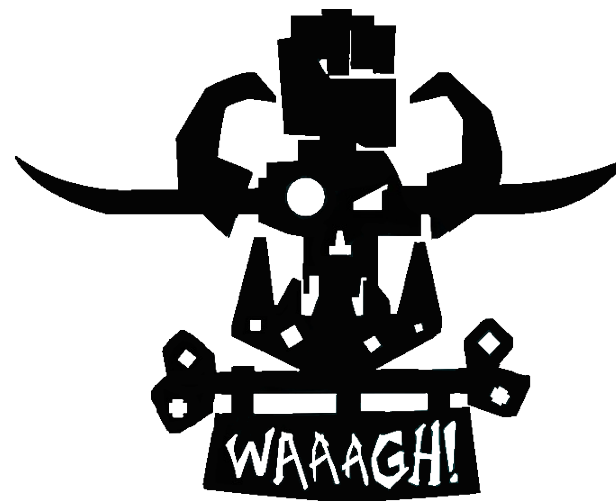


BIG GUN TRACK TRANSPORT MOB TYPE 1

Break Point +6: The adds +6 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 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	



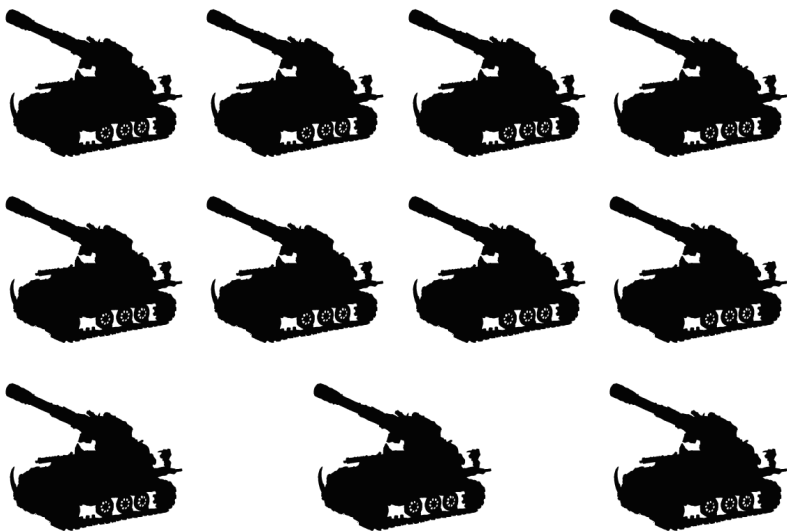
+9 Victory Points

Your opponent gains +5VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 1

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
Eleven Big Gun Tracks Type 1



600 Point Value

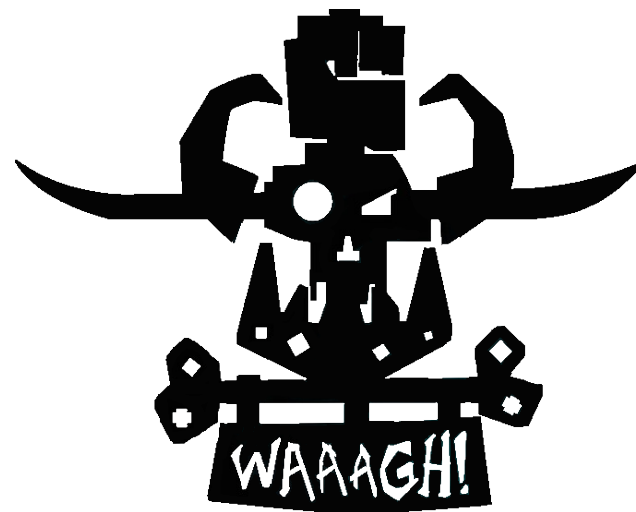


BIG GUN TRACK TRANSPORT MOB TYPE 1

Break Point +4: The 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 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	



+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 1

ONE INFANTRY COMMAND MOB

Three Big Gun Tracks Type 1



150 Point Value

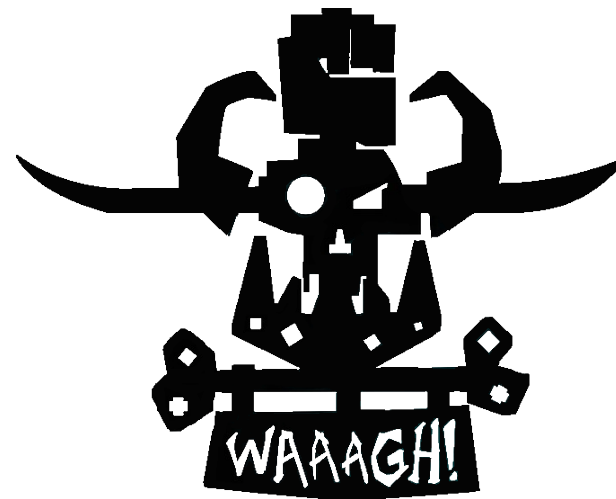


BIG GUN TRACK TRANSPORT MOB TYPE 1

Break Point +1: The 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
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	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 1

ONE EXPANDED INFANTRY COMMAND MOB
Six Big Gun Tracks Type 1



350 Point Value

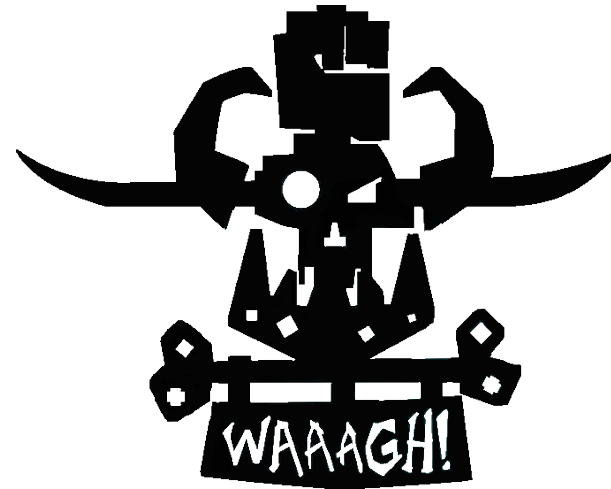


BIG GUN TRACK TRANSPORT MOB TYPE 1

Break Point +2: The adds +2 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 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	



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 1

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION

Three Big Gun Tracks Type 1



150 Point Value

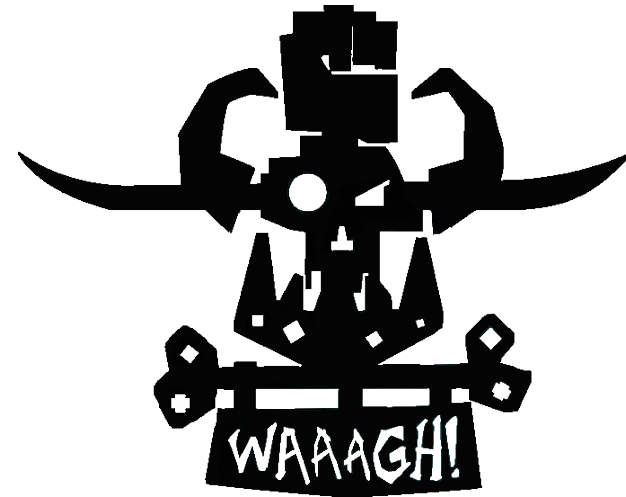


BIG GUN TRACK TRANSPORT MOB TYPE 1

Break Point +1: The 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
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	



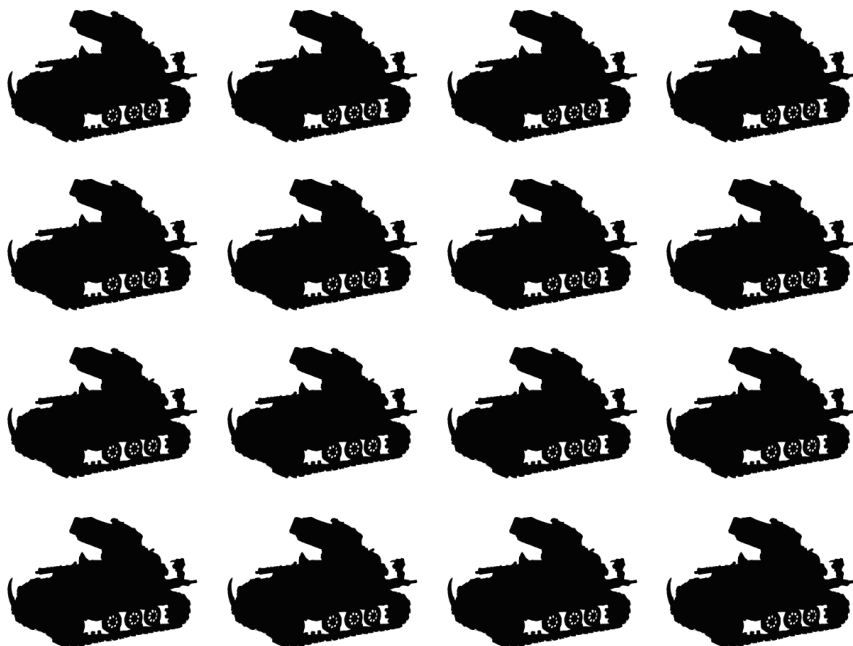
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 2

ONE BOYZ MOB Sixteen Big Gun Tracks Type 2



900 Point Value

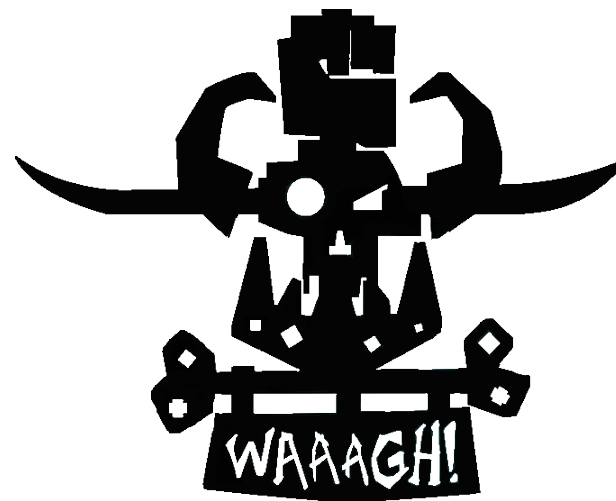


BIG GUN TRACK TRANSPORT MOB TYPE 2

Break Point +6: The adds +6 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 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	



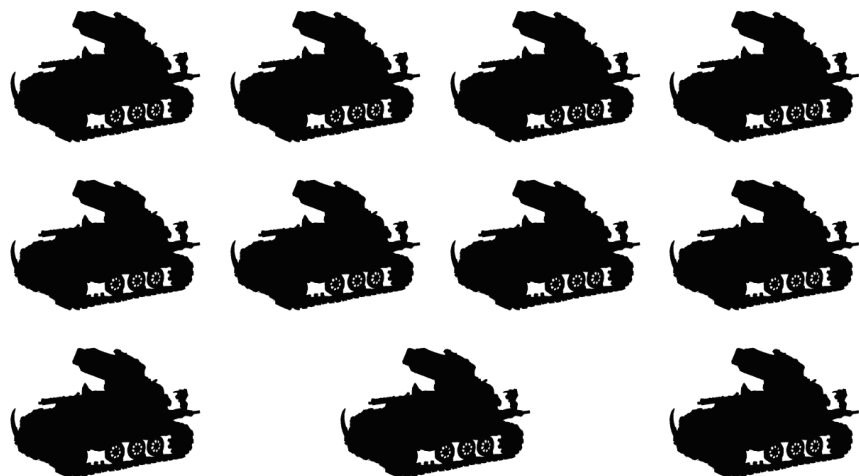
+9 Victory Points

Your opponent gains +5VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 2

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
Eleven Big Gun Tracks Type 2



600 Point Value

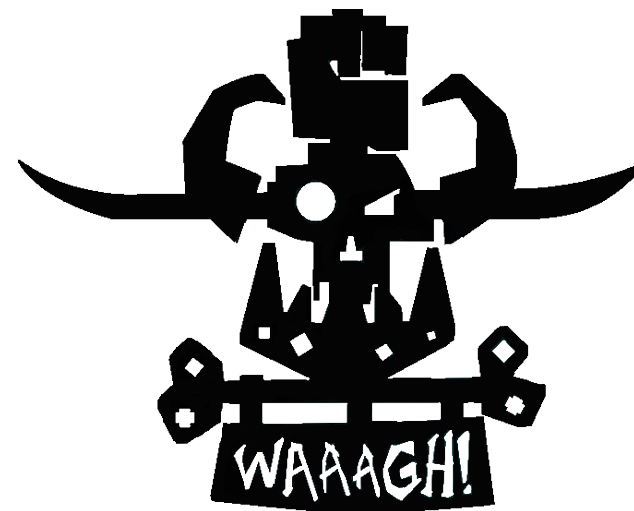


BIG GUN TRACK TRANSPORT MOB TYPE 2

Break Point +4: The 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 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	



+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 2

ONE INFANTRY COMMAND MOB
Three Big Gun Tracks Type 2



150 Point Value

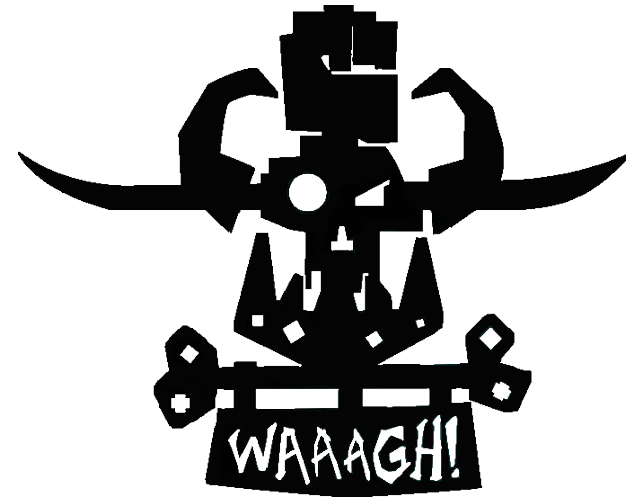


BIG GUN TRACK TRANSPORT MOB TYPE 2

Break Point +1: The 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
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	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 2

ONE EXPANDED INFANTRY COMMAND MOB

Six Big Gun Tracks Type 2



350 Point Value

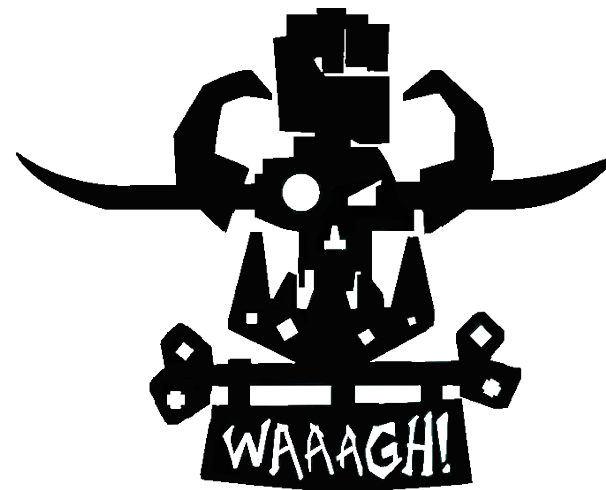


BIG GUN TRACK TRANSPORT MOB TYPE 2

Break Point +2: The adds +2 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 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	



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 2

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
Three Big Gun Tracks Type 2



150 Point Value

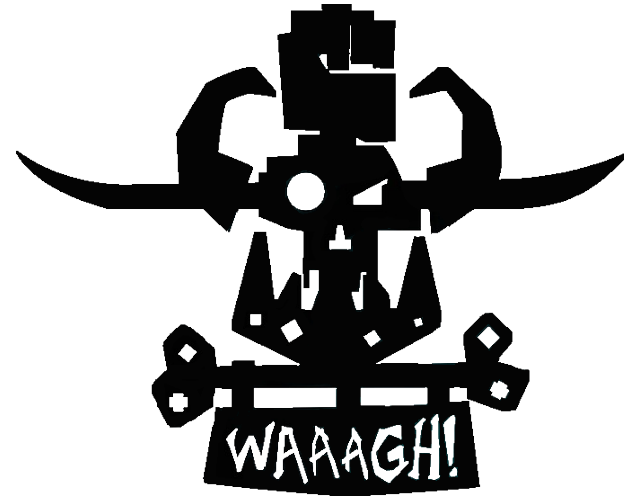


BIG GUN TRACK TRANSPORT MOB TYPE 2

Break Point +1: The 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
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	



+2 Victory Points

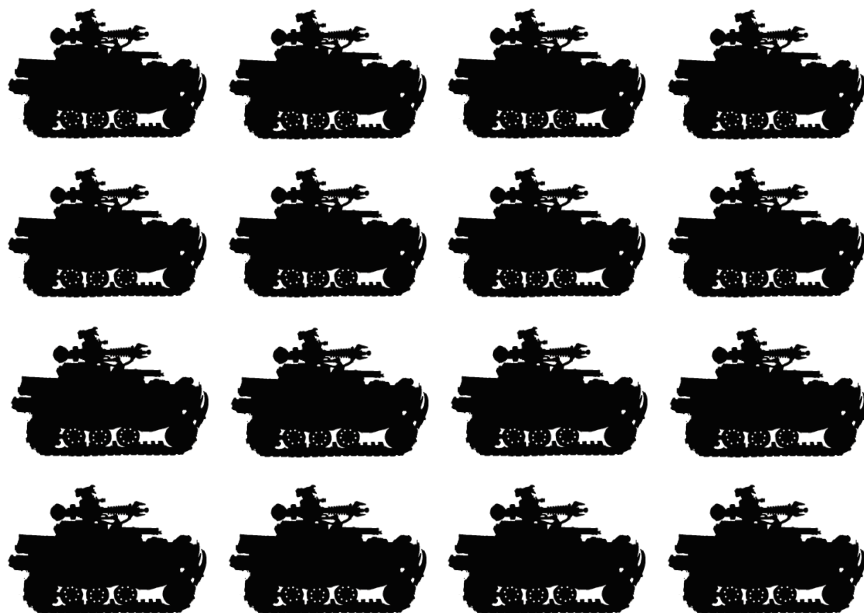
Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 3

ONE BOYZ MOB

Sixteen Big Gun Tracks Type 3



800 Point Value

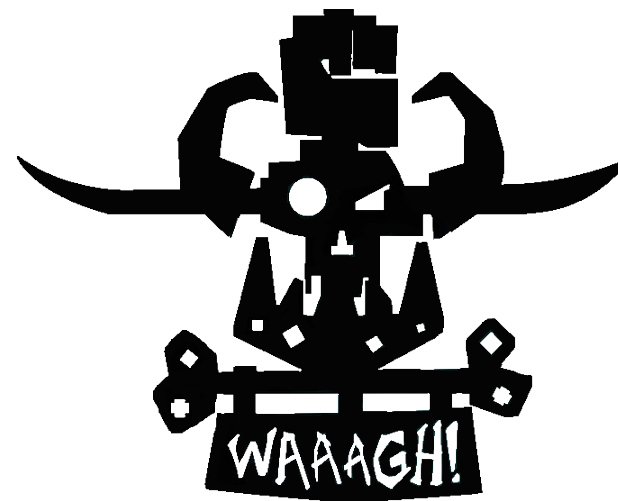


BIG GUN TRACK TRANSPORT MOB TYPE 3

Break Point +6: The adds +6 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 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	



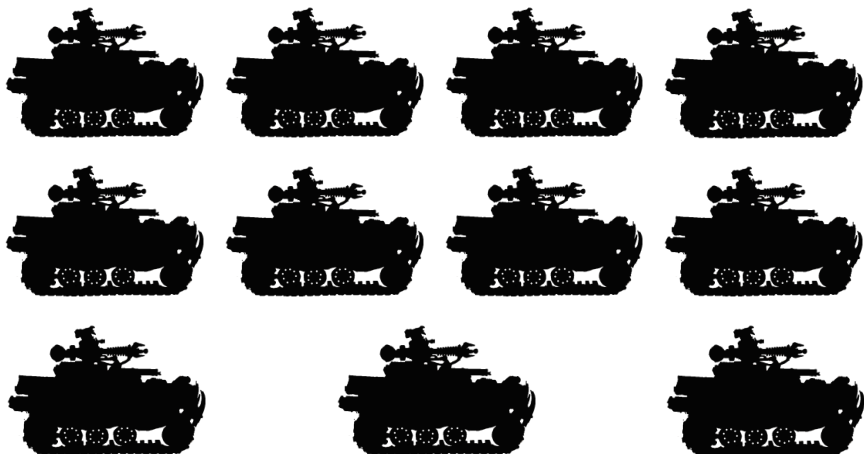
+8 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 3

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
Eleven Big Gun Tracks Type 3



550 Point Value

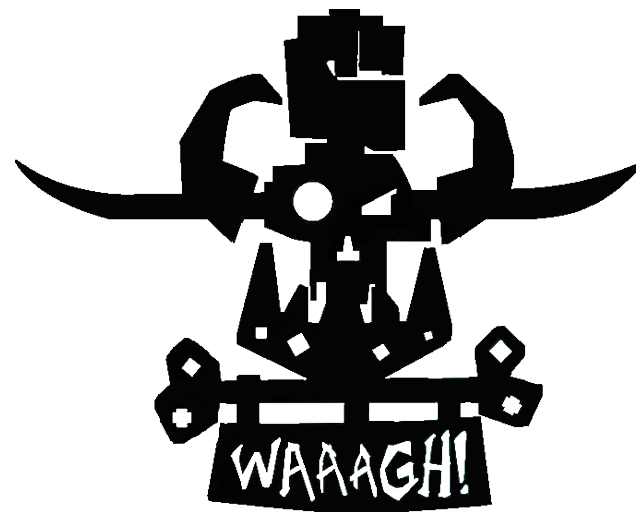


BIG GUN TRACK TRANSPORT MOB TYPE 3

Break Point +4: The 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 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	



+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 3

ONE INFANTRY COMMAND MOB

Three Big Gun Tracks Type 3



150 Point Value

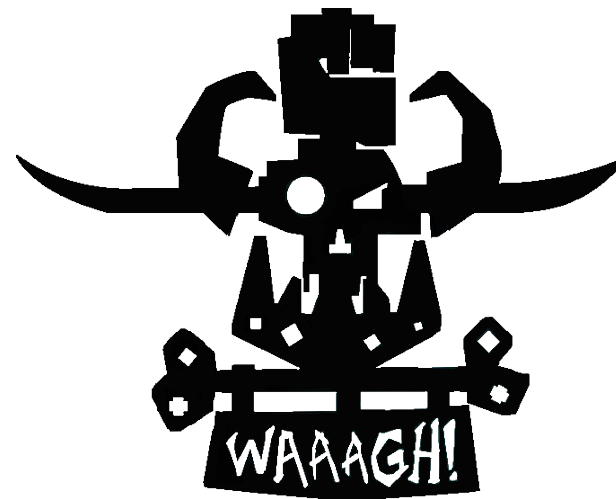


BIG GUN TRACK TRANSPORT MOB TYPE 3

Break Point +1: The 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
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	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 3

ONE EXPANDED INFANTRY COMMAND MOB
Six Big Gun Tracks Type 3



300 Point Value

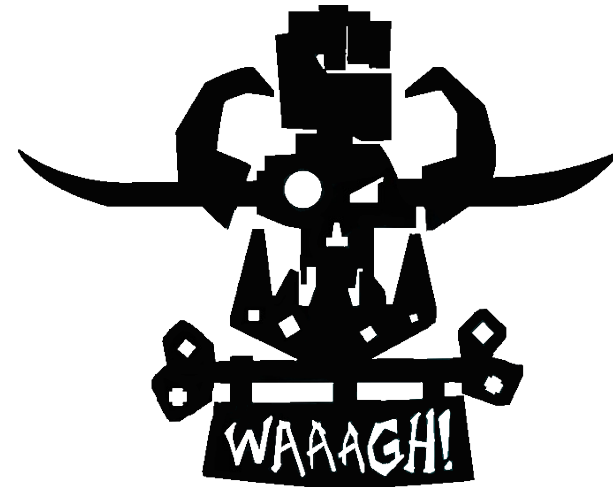


BIG GUN TRACK TRANSPORT MOB TYPE 3

Break Point +2: The adds +2 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 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	



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 3

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
Three Big Gun Tracks Type 3



150 Point Value

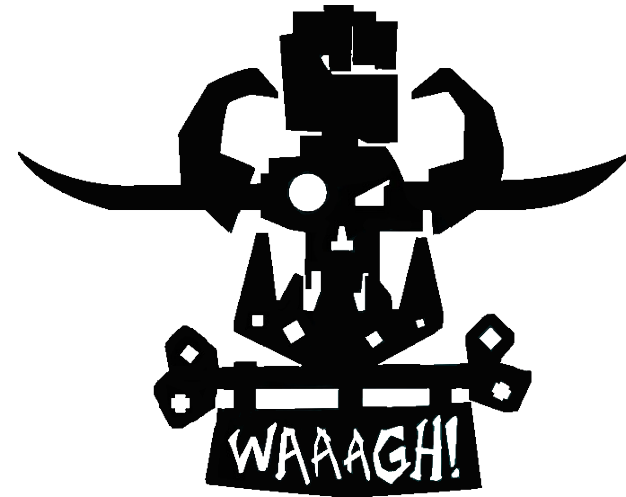


BIG GUN TRACK TRANSPORT MOB TYPE 3

Break Point +1: The 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
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	



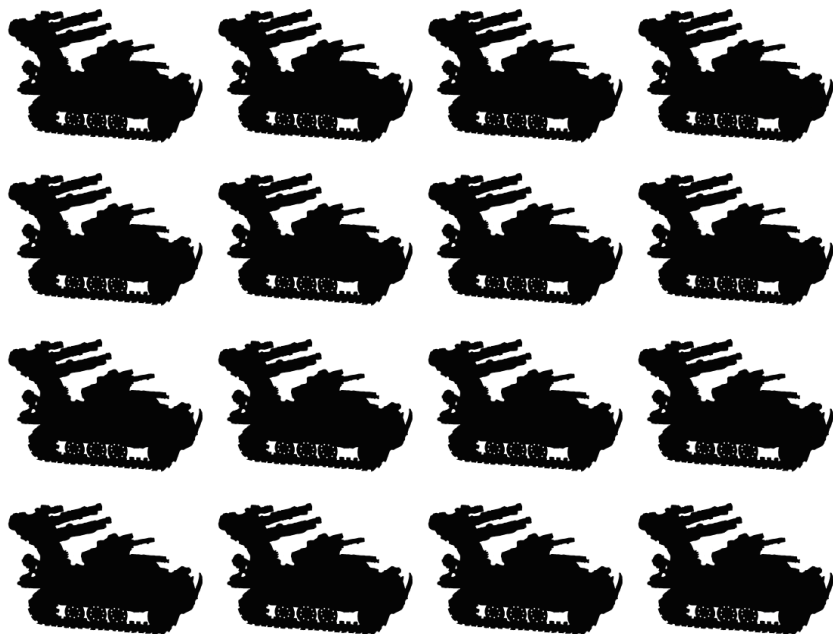
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 4

ONE BOYZ MOB Sixteen Big Gun Tracks Type 4



1100 Point Value

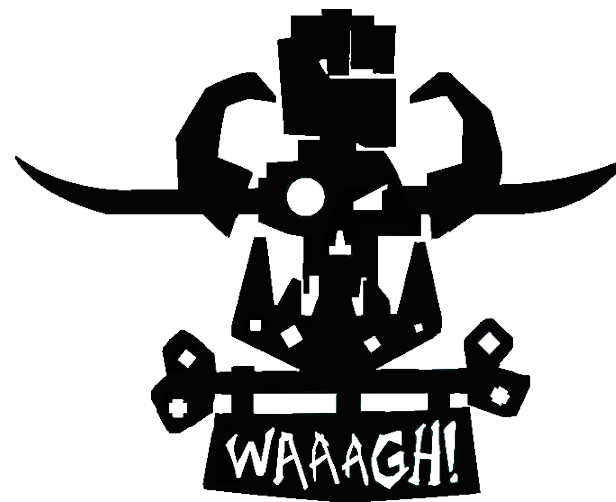


BIG GUN TRACK TRANSPORT MOB TYPE 4

Break Point +6: The adds +6 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 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	



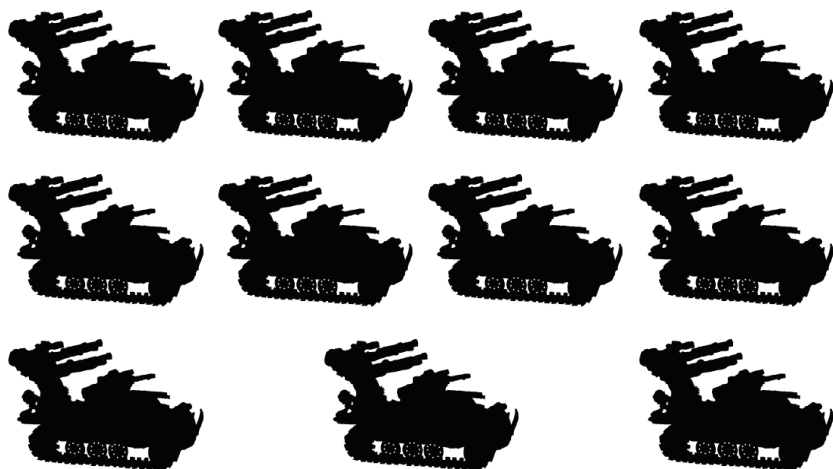
+11 Victory Points

Your opponent gains +6VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 4

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
Eleven Big Gun Tracks Type 4



750 Point Value

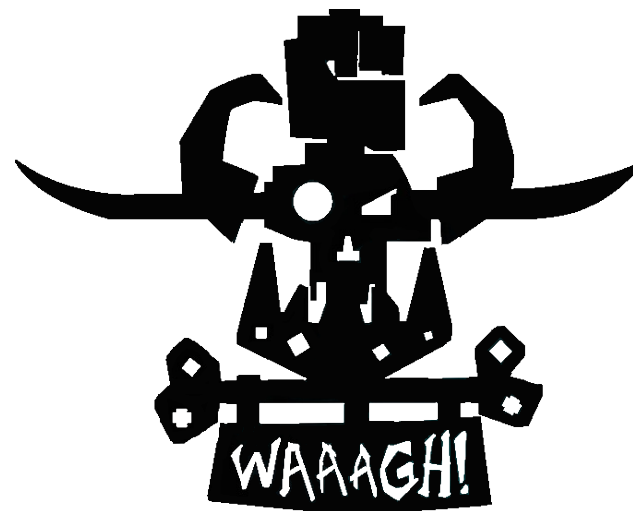


BIG GUN TRACK TRANSPORT MOB TYPE 4

Break Point +4: The 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 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	



+8 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 4

ONE INFANTRY COMMAND MOB
Three Big Gun Tracks Type 4



200 Point Value

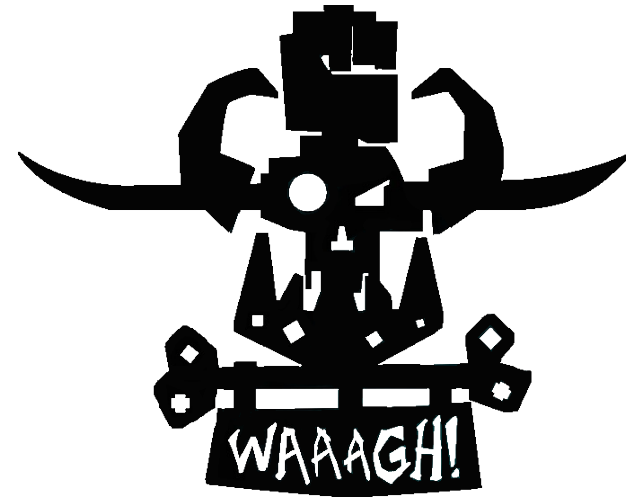


BIG GUN TRACK TRANSPORT MOB TYPE 4

Break Point +1: The 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
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	



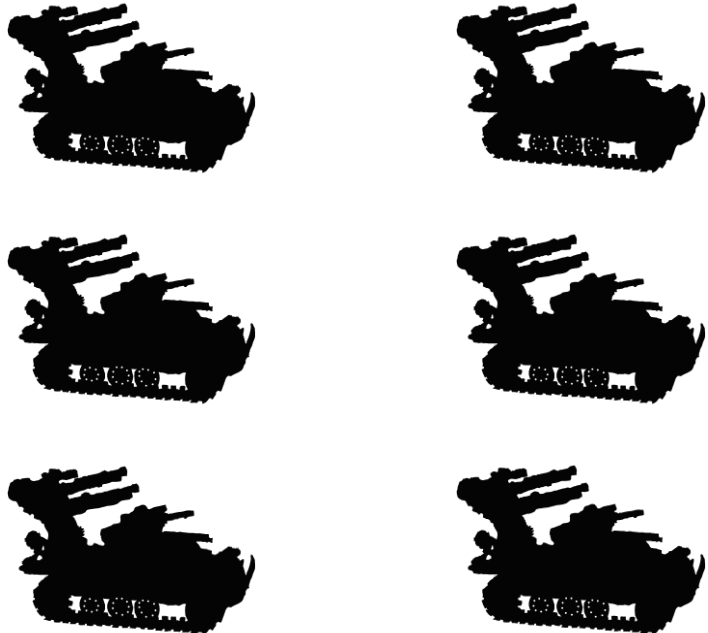
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 4

ONE EXPANDED INFANTRY COMMAND MOB
Six Big Gun Tracks Type 4



400 Point Value

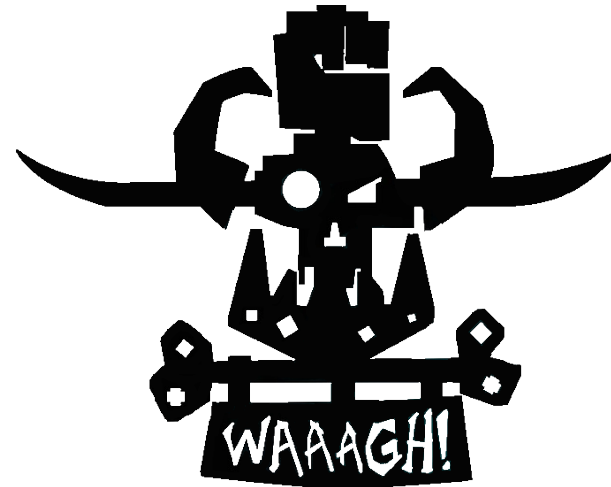


BIG GUN TRACK TRANSPORT MOB TYPE 4

Break Point +2: The adds +2 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 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	



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK TRANSPORT MOB TYPE 4

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION

Three Big Gun Tracks Type 4



200 Point Value

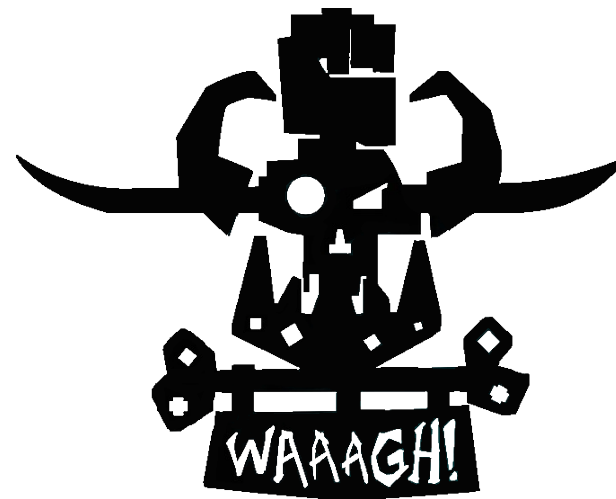


BIG GUN TRACK TRANSPORT MOB TYPE 4

Break Point +1: The 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
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	



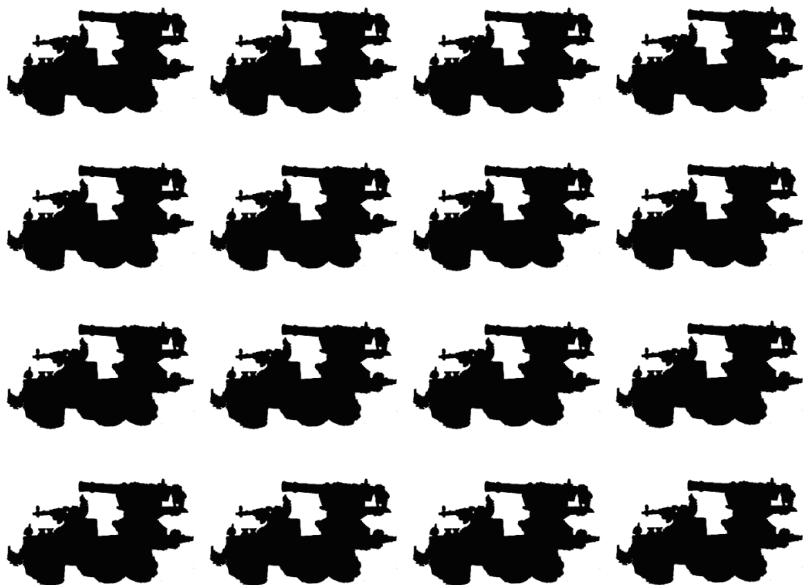
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 1

ONE BOYZ MOB
Sixteen Gun Trukk Type 1



500 Point Value

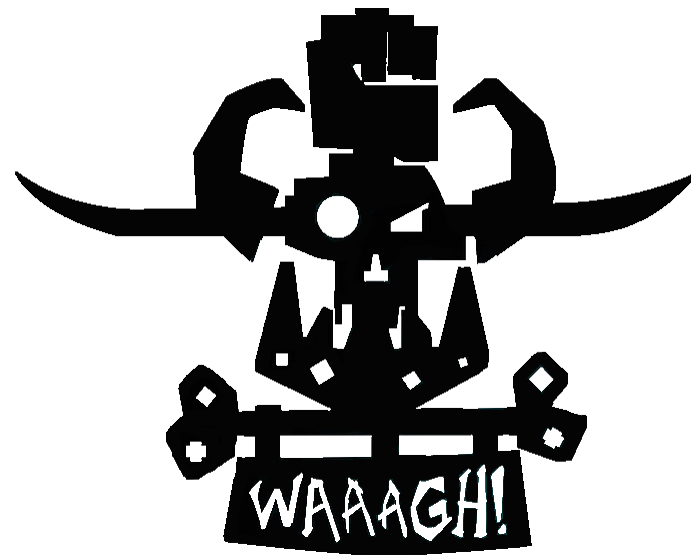


GUN TRUKK TRANSPORT MOB TYPE 1

Break Point +6: The adds +6 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
Gun Trukk Type 1	25	6+	1/-1	Kannon Anti-personnel	20/35 25	B0 2	-2 -1	[TR1],[OT]



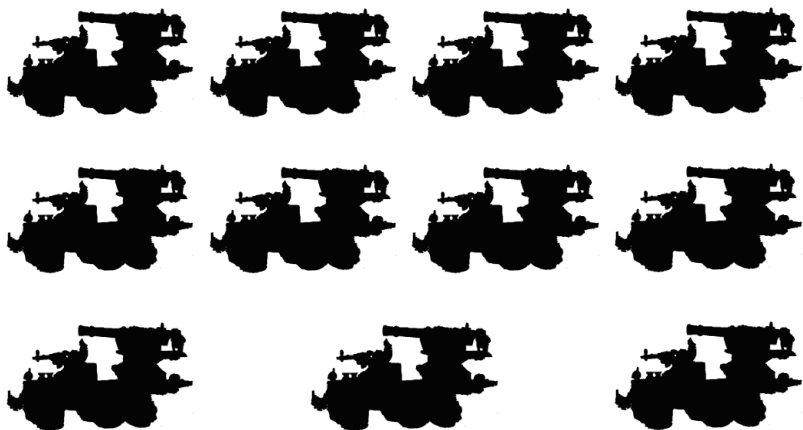
+5 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 1

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
Eleven Gun Trukk Type 1



350 Point Value

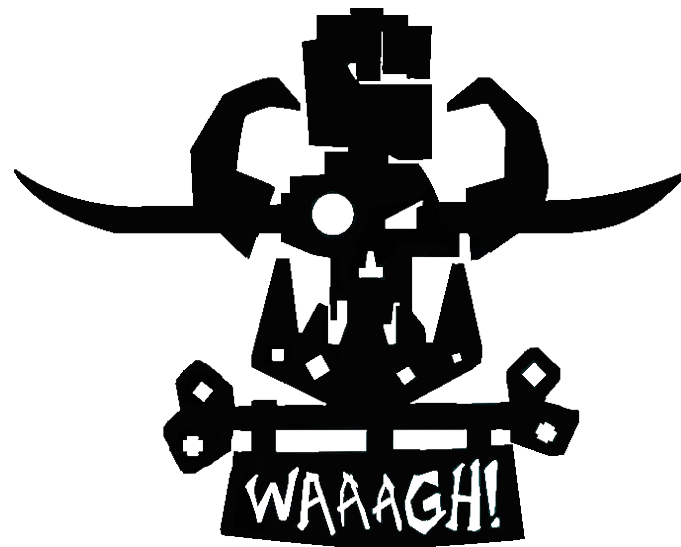


GUN TRUKK TRANSPORT MOB TYPE 1

Break Point +4: The 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
Gun Trukk Type 1	25	6+	1/-1	Kannon Anti-personnel	20/35 25	B0 2	-2 -1	[TR1],[OT]



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 1

ONE INFANTRY COMMAND MOB
Three Gun Trukk Type 1



100 Point Value

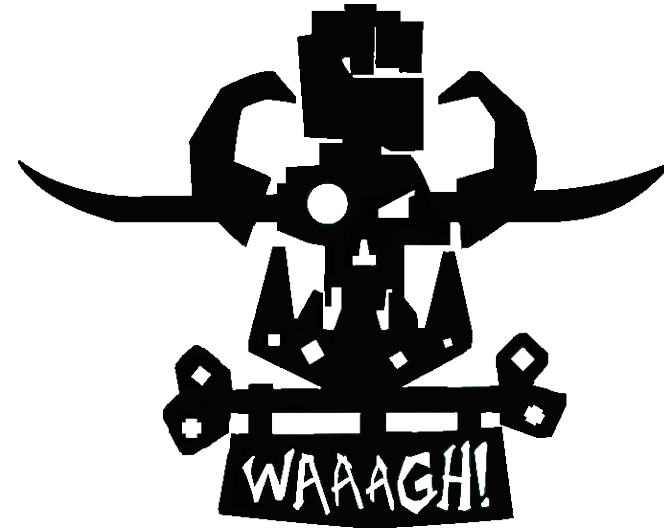


GUN TRUKK TRANSPORT MOB TYPE 1

Break Point +1: The 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
Gun Trukk Type 1	25	6+	1/-1	Kannon Anti-personnel	20/35 25	B0 2	-2 -1	[TR1],[OT]



+1 Victory Points

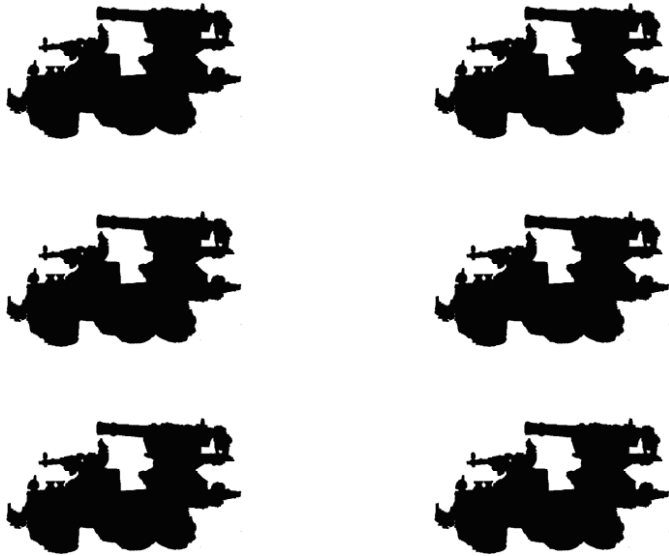
Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 1

ONE EXPANDED INFANTRY COMMAND MOB

Six Gun Trukk Type 1



200 Point Value

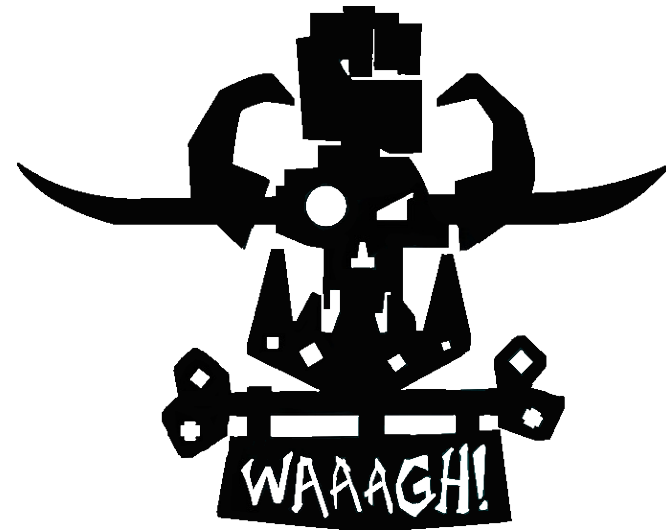


GUN TRUKK TRANSPORT MOB TYPE 1

Break Point +2: The adds +2 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
Gun Trukk Type 1	25	6+	1/-1	Kannon Anti-personnel	20/35 25	B0 2	-2 -1	[TR1],[OT]



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 1

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
Three Gun Trukk Type 1



100 Point Value

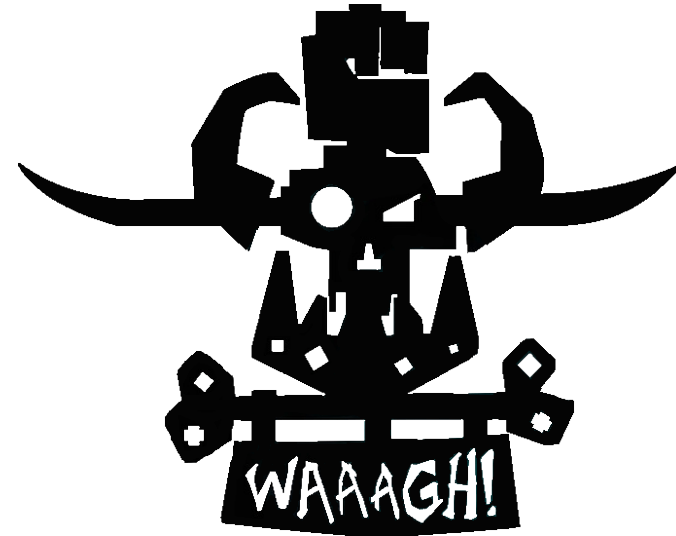


GUN TRUKK TRANSPORT MOB TYPE 1

Break Point +1: The 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
Gun Trukk Type 1	25	6+	1/-1	Kannon Anti-personnel	20/35 25	B0 2	-2 -1	[TR1],[OT]



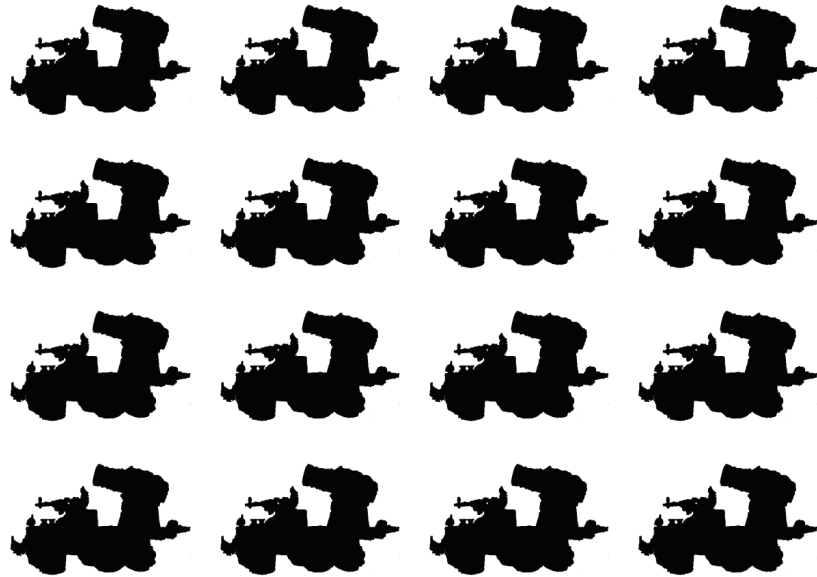
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 2

ONE BOYZ MOB
Sixteen Gun Trukk Type 2



500 Point Value

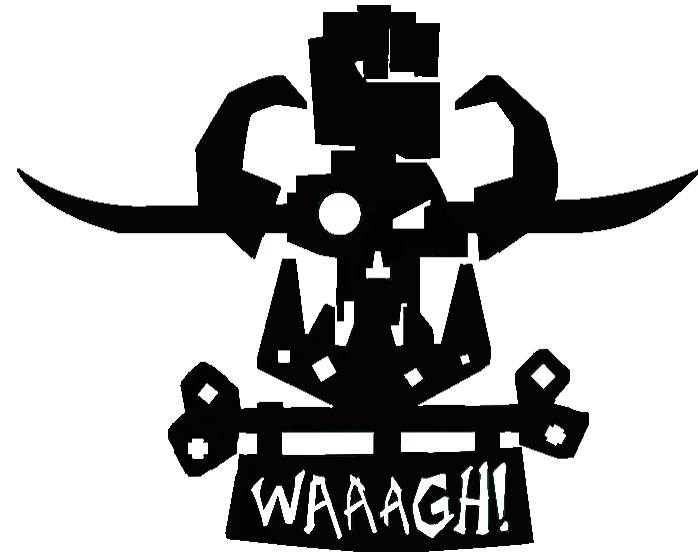


GUN TRUKK TRANSPORT MOB TYPE 2

Break Point +6: The adds +6 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
Gun Trukk Type 2	25	6+	1/-1	Lobba [M] Anti-personnel	25/50 25	B2 2	-1 -1	[TR1],[OT]



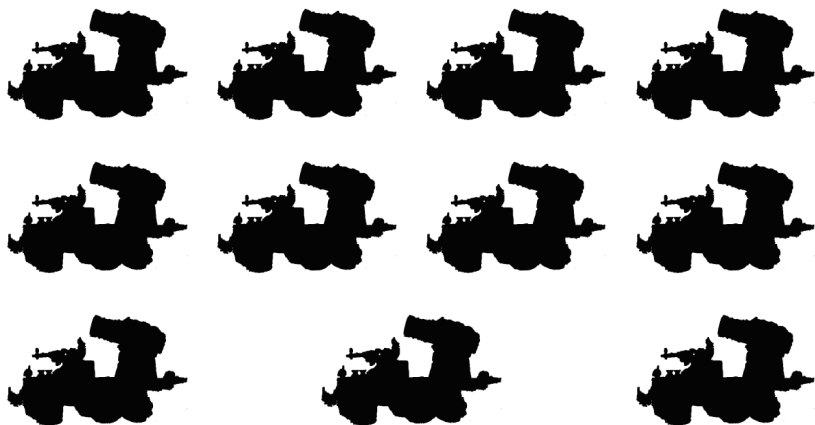
+5 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 2

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
Eleven Gun Trukk Type 2



350 Point Value

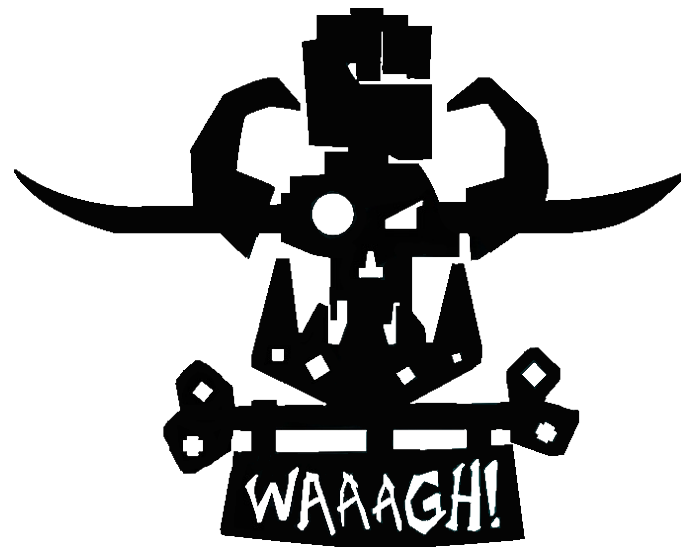


GUN TRUKK TRANSPORT MOB TYPE 2

Break Point +4: The 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
Gun Trukk Type 2	25	6+	1/-1	Lobba [M] Anti-personnel	25/50 25	B2 2	-1 -1	[TR1],[OT]



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 2

ONE INFANTRY COMMAND MOB
Three Gun Trukk Type 2



100 Point Value

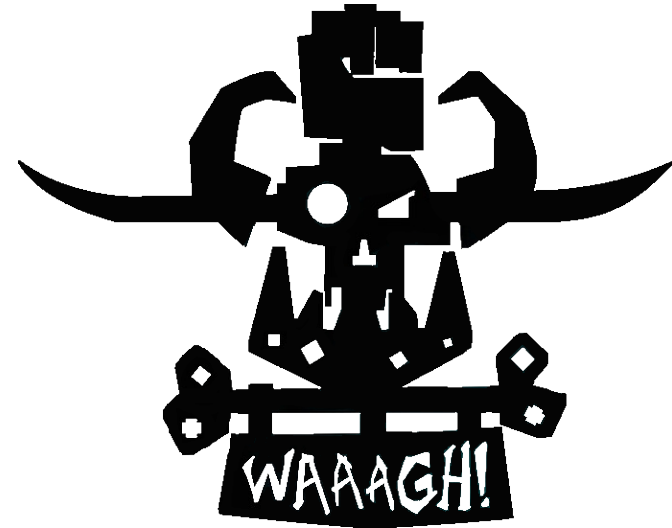


GUN TRUKK TRANSPORT MOB TYPE 2

Break Point +1: The 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
Gun Trukk Type 2	25	6+	1/-1	Lobba [M] Anti-personnel	25/50 25	B2 2	-1 -1	[TR1],[OT]



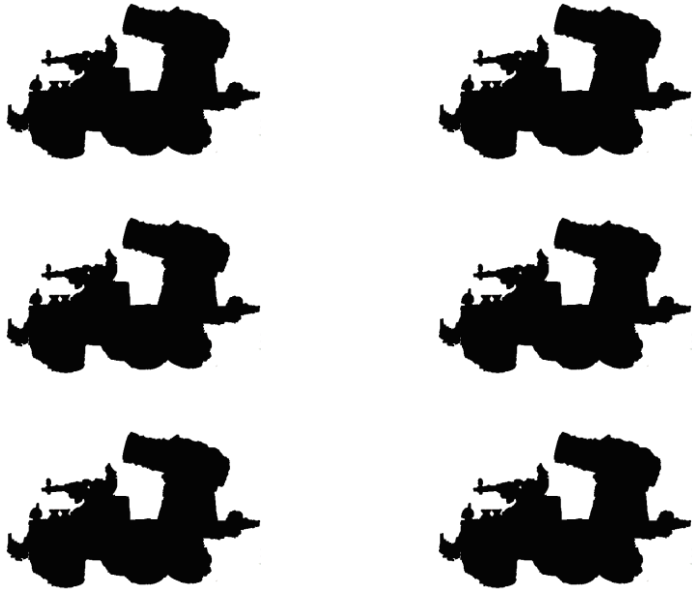
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 2

ONE EXPANDED INFANTRY COMMAND MOB
Six Gun Trukk Type 2



200 Point Value

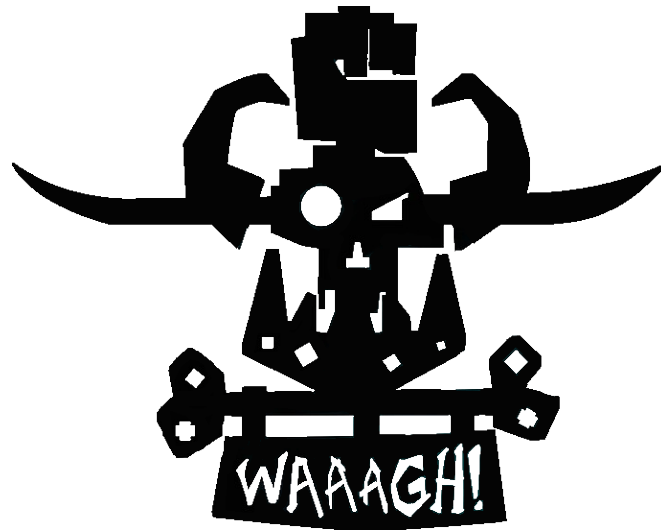


GUN TRUKK TRANSPORT MOB TYPE 2

Break Point +2: The adds +2 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
Gun Trukk Type 2	25	6+	1/-1	Lobba [M] Anti-personnel	25/50 25	B2 2	-1 -1	[TR1],[OT]



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 2

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
Three Gun Trukk Type 2



100 Point Value

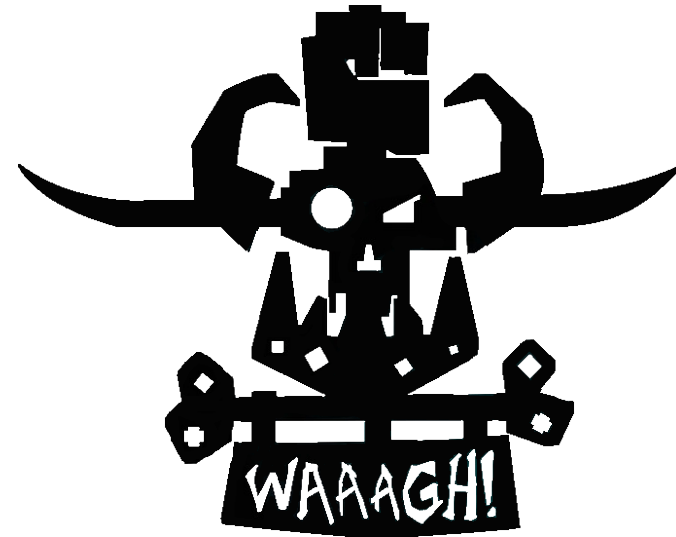


GUN TRUKK TRANSPORT MOB TYPE 2

Break Point +1: The 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
Gun Trukk Type 2	25	6+	1/-1	Lobba [M] Anti-personnel	25/50 25	B2 2	-1 -1	[TR1],[OT]



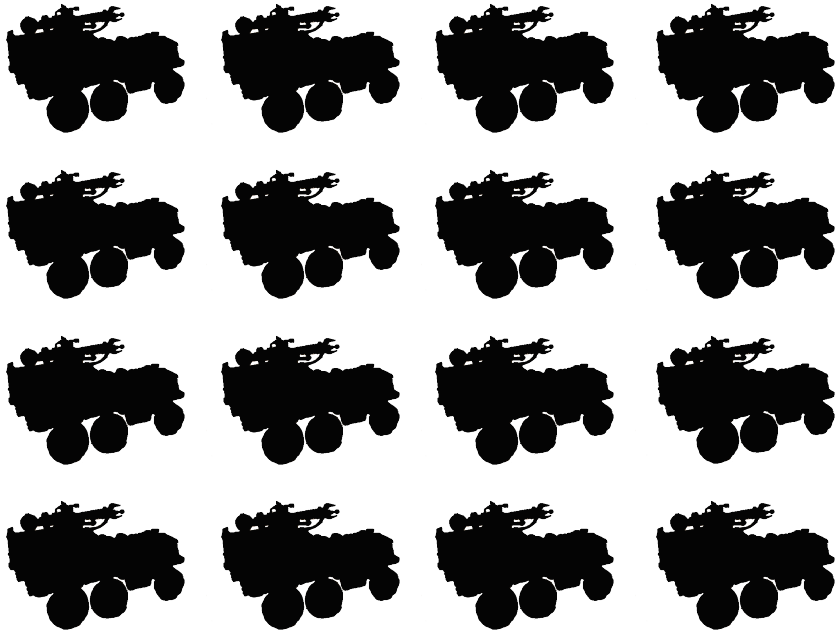
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 3

ONE BOYZ MOB
Sixteen Gun Trukk Type 3



500 Point Value

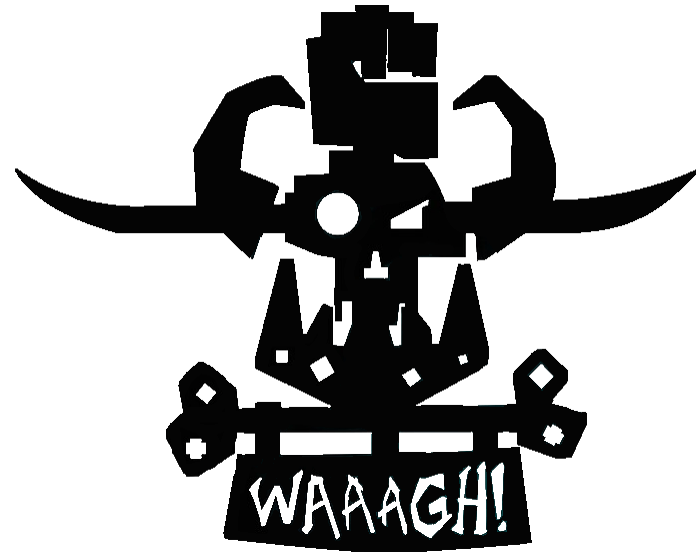


GUN TRUKK TRANSPORT MOB TYPE 3

Break Point +6: The adds +6 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
Gun Trukk Type 3	25	6+	1/-1	Big Zzappa	25/50	1	-2	[TR1],[OT], Special
				Anti-personnel	25	2	-1	



+5 Victory Points

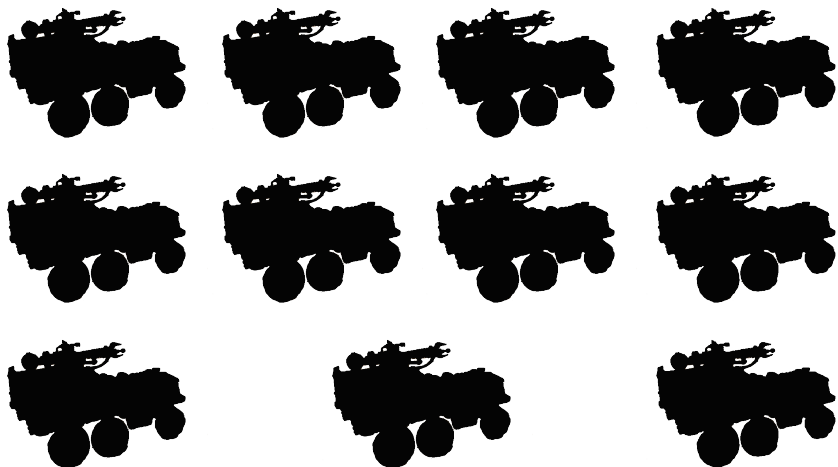
Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 3

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB

Eleven Gun Trukk Type 3



350 Point Value

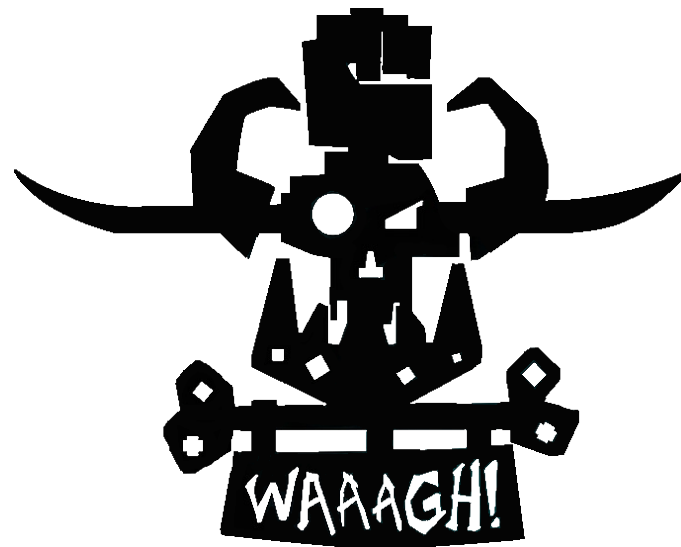


GUN TRUKK TRANSPORT MOB TYPE 3

Break Point +4: The 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
Gun Trukk Type 3	25	6+	1/-1	Big Zzappa Anti-personnel	25/50 25	1 2	-2 -1	[TR1],[OT], Special



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 3

ONE INFANTRY COMMAND MOB

Three Gun Trukk Type 3



100 Point Value

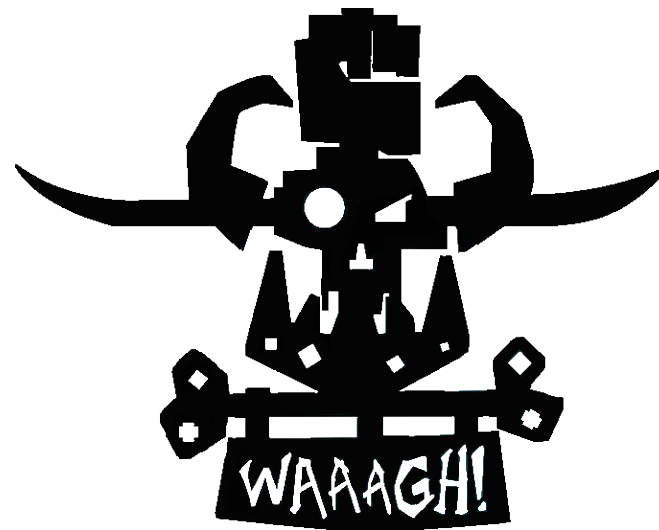


GUN TRUKK TRANSPORT MOB TYPE 3

Break Point +1: The 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
Gun Trukk Type 3	25	6+	1/-1	Big Zzappa Anti-personnel	25/50 25	1 2	-2 -1	[TR1],[OT], Special



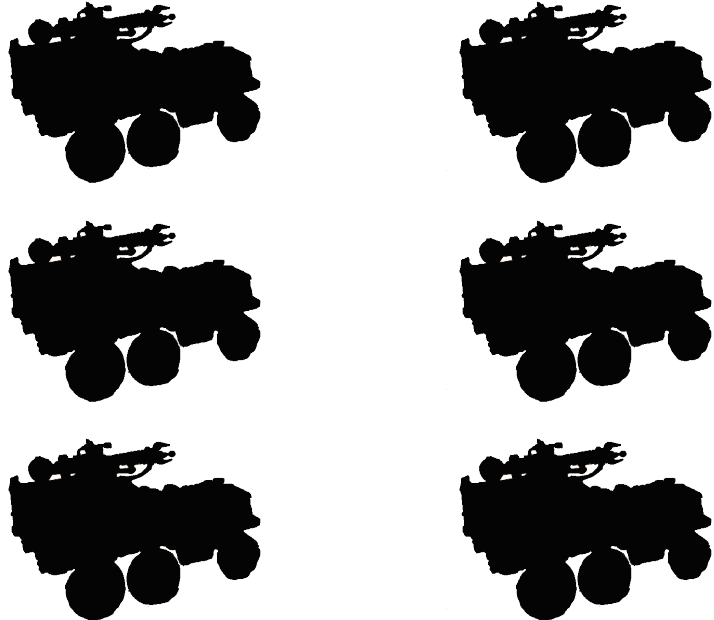
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 3

ONE EXPANDED INFANTRY COMMAND MOB
Six Gun Trukk Type 3



200 Point Value

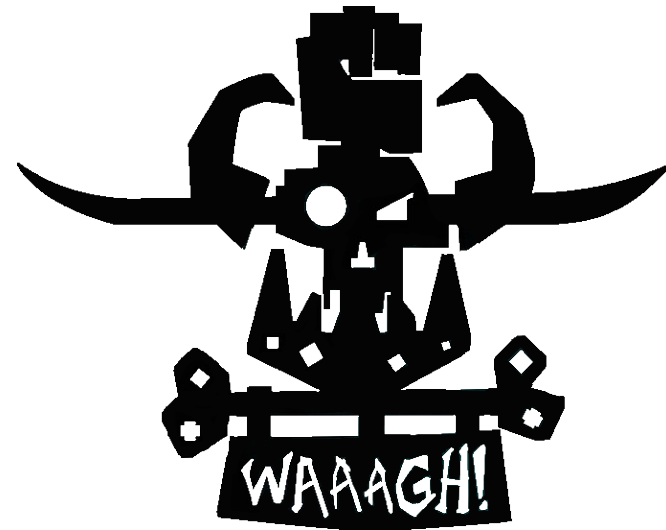


GUN TRUKK TRANSPORT MOB TYPE 3

Break Point +2: The adds +2 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
Gun Trukk Type 3	25	6+	1/-1	Big Zzappa	25/50	1	-2	[TR1],[OT], Special
				Anti-personnel	25	2	-1	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 3

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION

Three Gun Trukk Type 3



100 Point Value

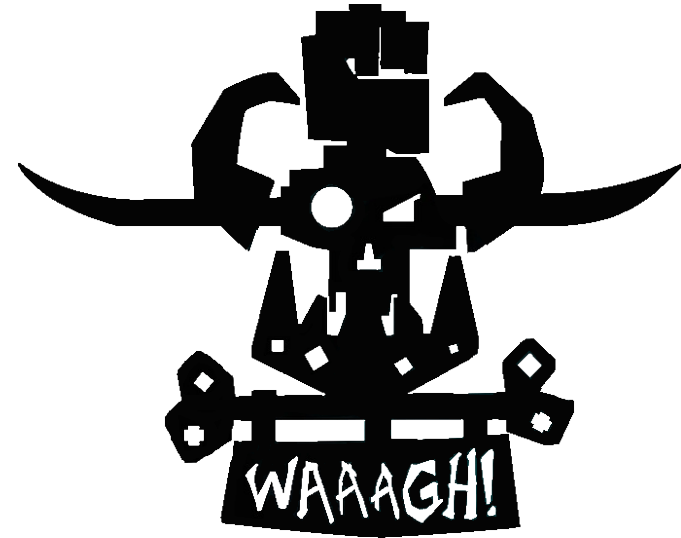


GUN TRUKK TRANSPORT MOB TYPE 3

Break Point +1: The 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
Gun Trukk Type 3	25	6+	1/-1	Big Zzappa	25/50	1	-2	[TR1],[OT], Special
				Anti-personnel	25	2	-1	



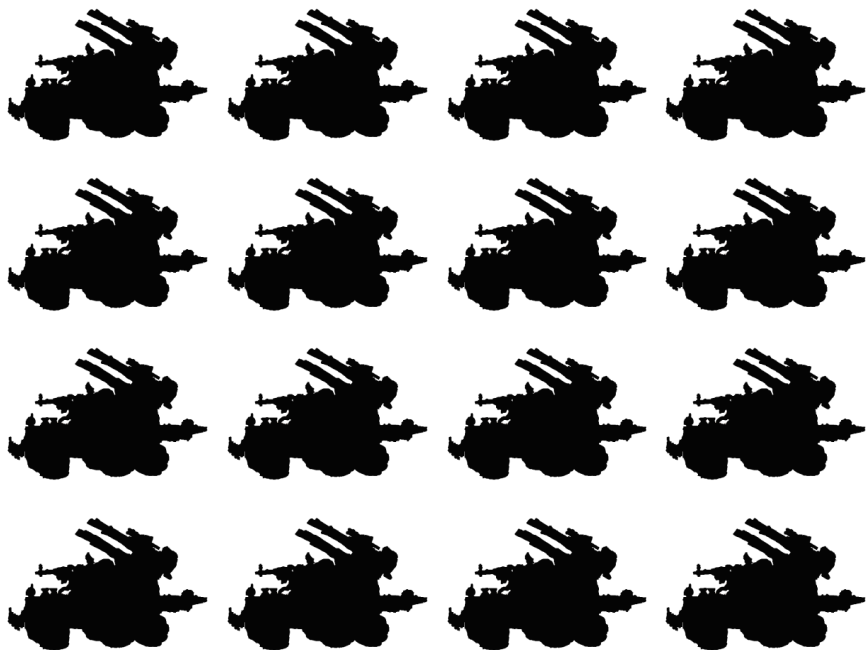
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 4

ONE BOYZ MOB
Sixteen Gun Trukk Type 4



800 Point Value

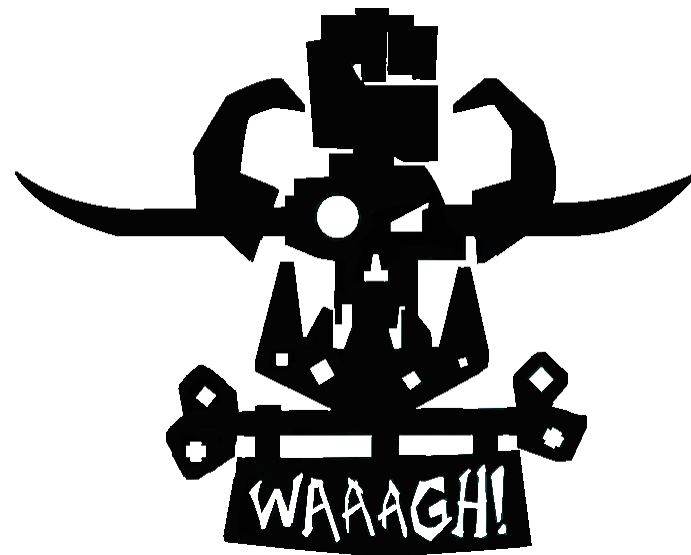


GUN TRUKK TRANSPORT MOB TYPE 4

Break Point +6: The adds +6 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
Gun Trukk Type 4	25	6+	1/-1	Flakka-Gunz [AA] Anti-personnel	25/50 25	2x2TL1 2	-2 -2	[TR1],[OT]



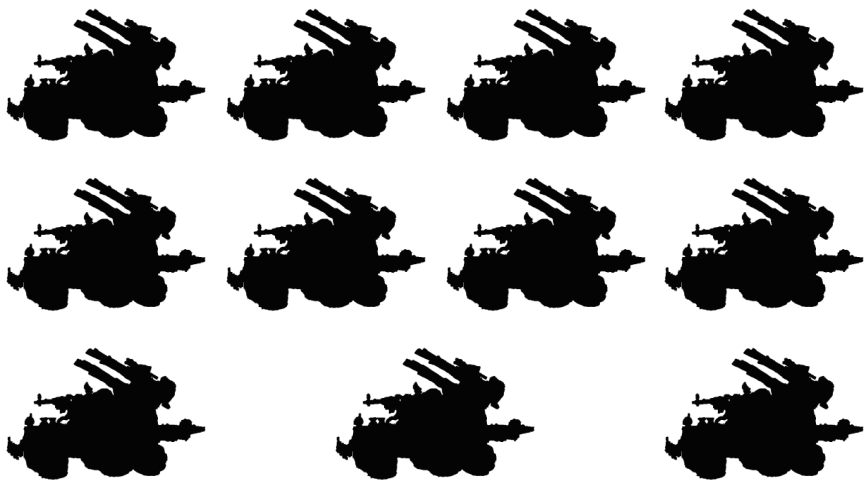
+8 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 4

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
Eleven Gun Trukk Type 4



550 Point Value

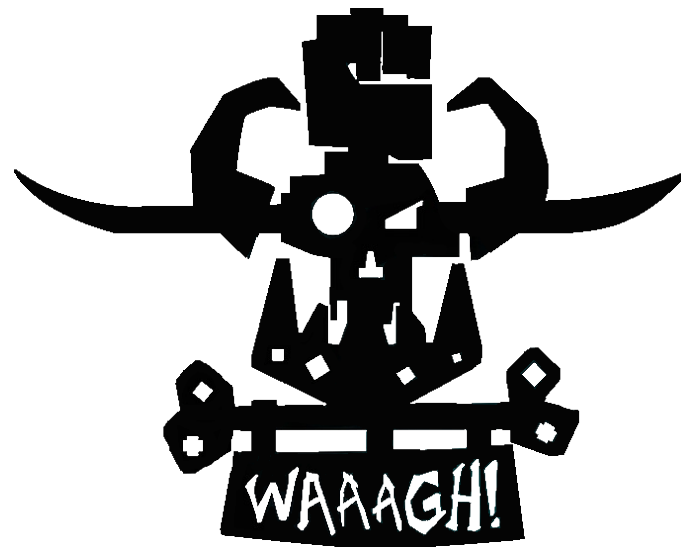


GUN TRUKK TRANSPORT MOB TYPE 4

Break Point +4: The 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
Gun Trukk Type 4	25	6+	1/-1	Flakka-Gunz [AA] Anti-personnel	25/50 25	2x2TL1 2	-2 -2	[TR1],[OT]



+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 4

ONE INFANTRY COMMAND MOB
Three Gun Trukk Type 4



150 Point Value

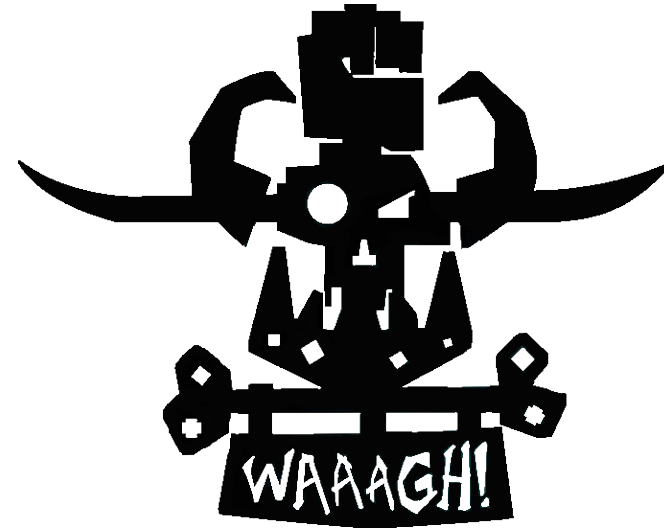


GUN TRUKK TRANSPORT MOB TYPE 4

Break Point +1: The 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
Gun Trukk Type 4	25	6+	1/-1	Flakka-Gunz [AA] Anti-personnel	25/50 25	2x2TL1 2	-2 -2	[TR1],[OT]



+2 Victory Points

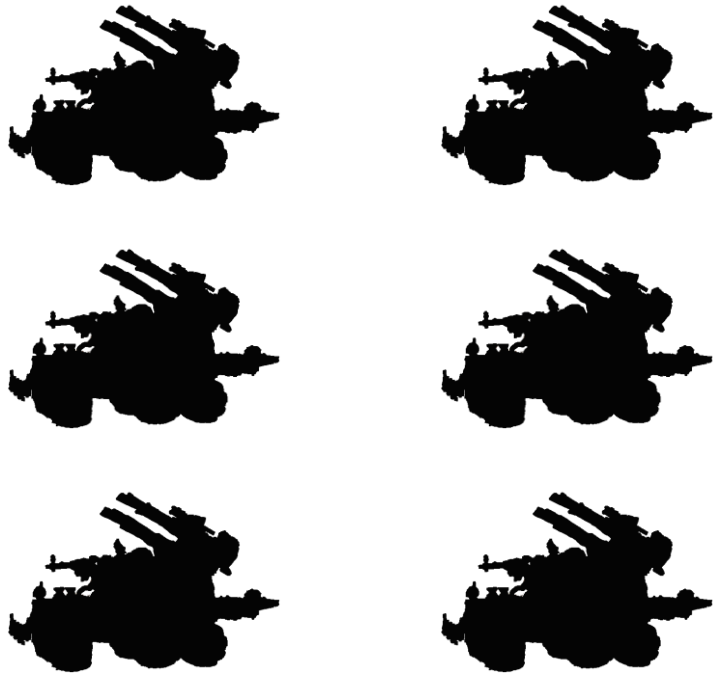
Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 4

ONE EXPANDED INFANTRY COMMAND MOB

Six Gun Trukk Type 4



300 Point Value

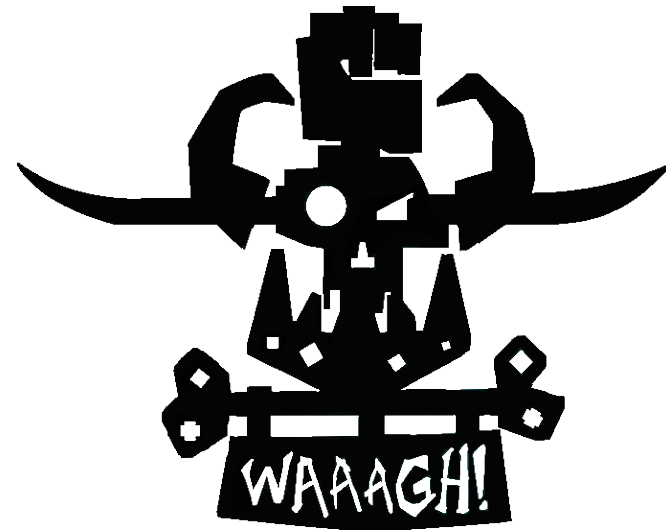


GUN TRUKK TRANSPORT MOB TYPE 4

Break Point +2: The adds +2 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
Gun Trukk Type 4	25	6+	1/-1	Flakka-Gunz [AA] Anti-personnel	25/50 25	2x2TL1 2	-2 -2	[TR1],[OT]



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK TRANSPORT MOB TYPE 4

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION

Three Gun Trukk Type 4



150 Point Value

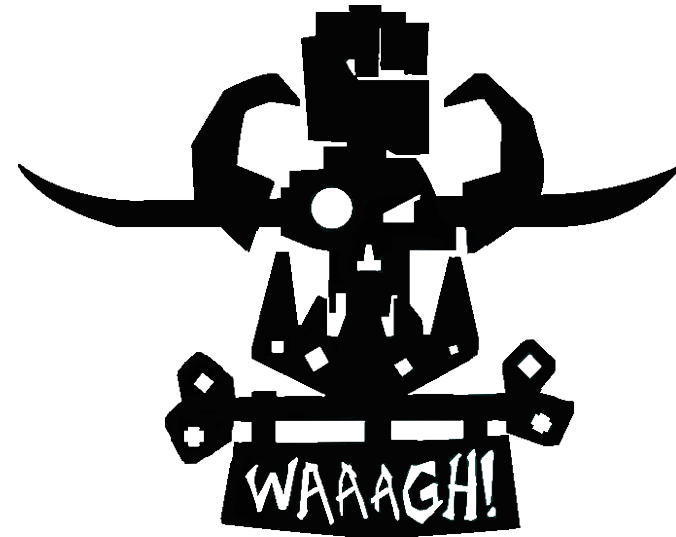


GUN TRUKK TRANSPORT MOB TYPE 4

Break Point +1: The 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
Gun Trukk Type 4	25	6+	1/-1	Flakka-Gunz [AA] Anti-personnel	25/50 25	2x2TL1 2	-2 -2	[TR1],[OT]



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

MEKBOY LIFTA DROPPA SPEEDSTA TRANSPORT MOB

ONE MEK OR BIG MEK MOB
Three Mekboy Lifta Droppa Speedstas



200 Point Value

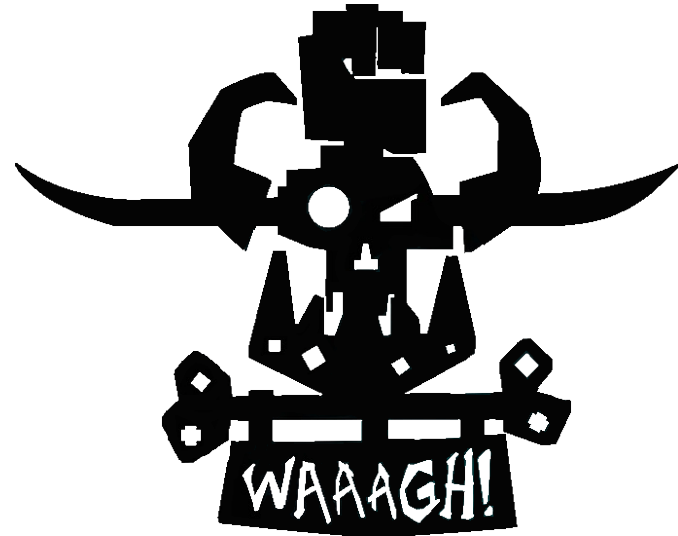


MEKBOY LIFTA DROPPA SPEEDSTA TRANSPORT MOB

Break Point +1: The 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
Mekboy Lifta Droppa Speedsta	20	2+	2/-2	Lifta-droppa [Str+2] Anti-personnel	35/70 25	B3 2	-3 -1	[TR1], Special



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

MEKBOY BUBBLE CHUKKA SPEEDSTA TRANSPORT MOB

ONE MEK OR BIG MEK MOB

Three Mekboy Bubble Chukka Speedstas



200 Point Value

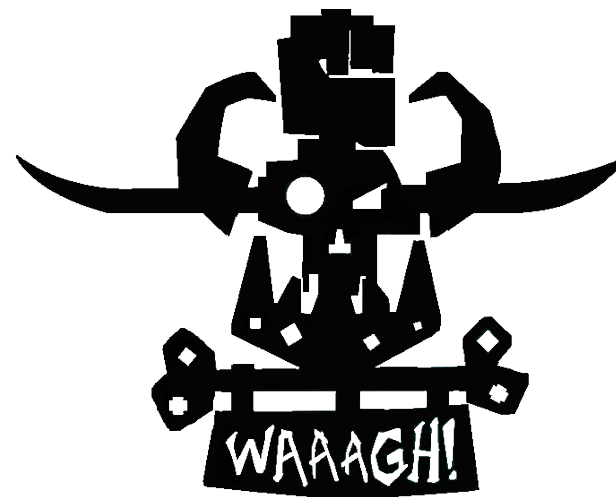


MEKBOY BUBBLE CHUKKA SPEEDSTA TRANSPORT MOB

Break Point +1: The 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
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	



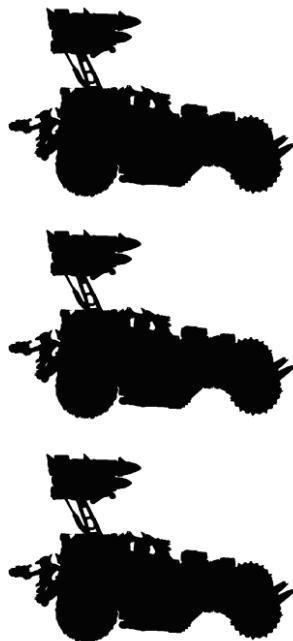
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

MEKBOY ROKKITS SPEEDSTA TRANSPORT MOB

ONE MEK OR BIG MEK MOB
Three Mekboy Rokkits Speedstas



200 Point Value

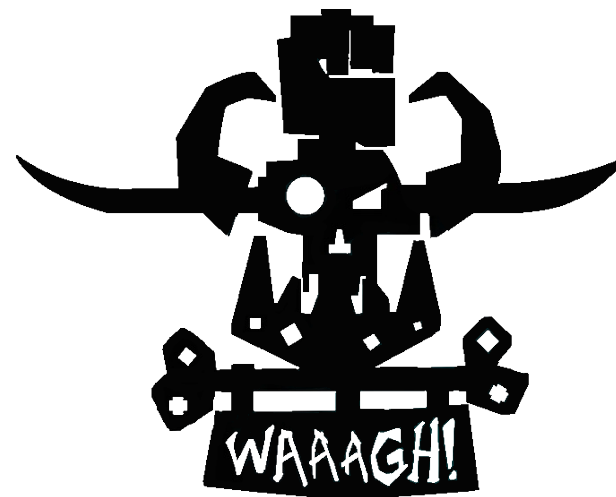


MEKBOY ROKKITS SPEEDSTA TRANSPORT MOB

Break Point +1: The 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
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	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

MEKBOY BOOSTABLASTA SPEEDSTA TRANSPORT MOB

ONE MEK OR BIG MEK MOB
Three Mekboy Boostablasta Speedstas



200 Point Value

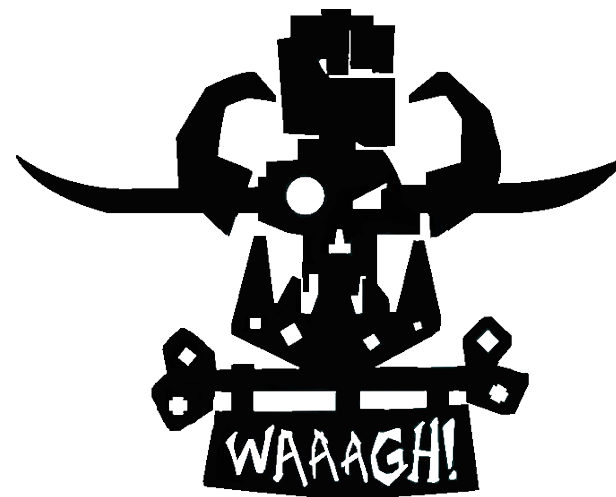


MEKBOY BOOSTABLASTA SPEEDSTA TRANSPORT MOB

Break Point +1: The 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
Mekboy Boostablasta Speedsta	30	4+	2/-1	Rivit Gun [A]	20/35	2	-2	[TR1]
				Scorchas [FW]	10	4	-1	
				Anti-personnel	25	4	-1	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

MEKBOY KANNON SPEEDSTA TRANSPORT MOB

ONE MEK OR BIG MEK MOB

Three Mekboy Kannon Speedstas



200 Point Value

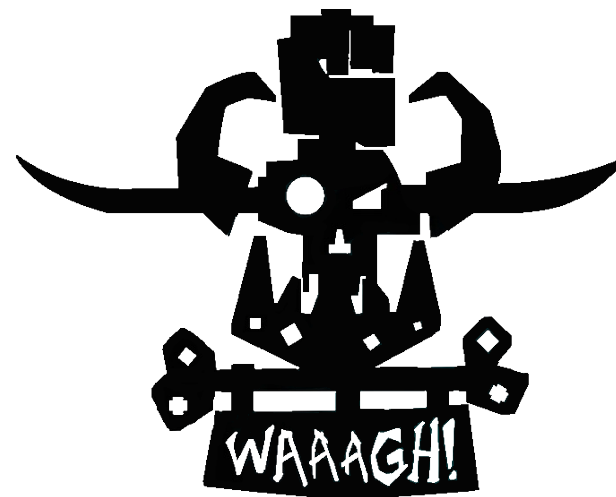


MEKBOY KANNON SPEEDSTA TRANSPORT MOB

Break Point +1: The 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
Mekboy Kannon Speedsta	25	4+	2/-1	Giga Shoota Anti-personnel	25/50 25	1-10 1	-1 -1	[TR1], Special



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

MEKBOY SHOKK SPEEDSTA TRANSPORT MOB

ONE MEK OR BIG MEK MOB

Three Mekboy Shokk Speedstas



200 Point Value

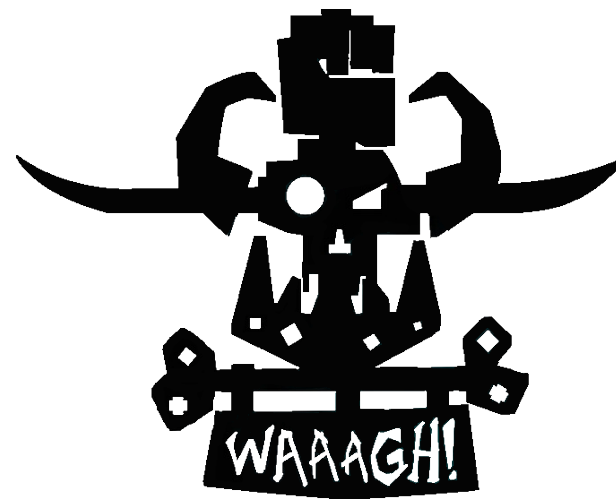


MEKBOY SHOKK SPEEDSTA TRANSPORT MOB

Break Point +1: The 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
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	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

MEKBOY DRAGSTA TRANSPORT MOB

ONE MEK OR BIG MEK MOB

Three Mekboy Dragstas



200 Point Value

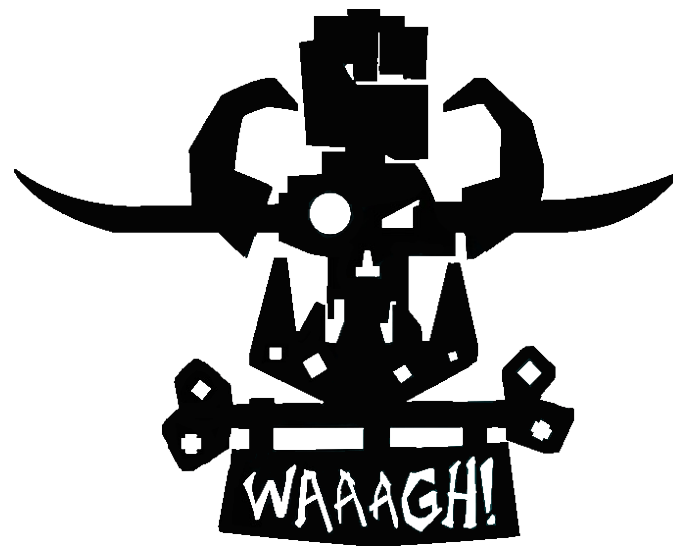


MEKBOY DRAGSTA TRANSPORT MOB

Break Point +1: The 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
Mekboy Dragsta	30	4+	2/-1	Rokkits [A]	25	1	-2	[TR1], Special
				Anti-personnel	25	2	-1	



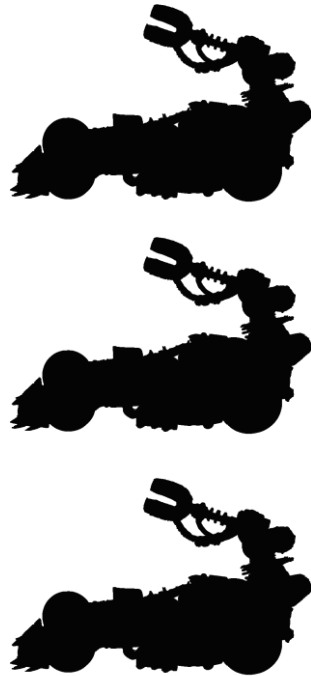
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

MEKBOY MAGNA KANNON DRAGSTA TRANSPORT MOB

ONE MEK OR BIG MEK MOB
Three Mekboy Magna Kannon Dragstas



200 Point Value

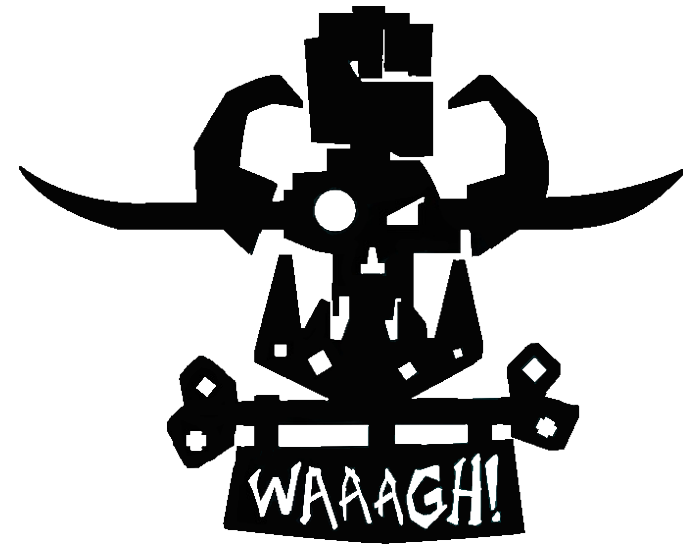


MEKBOY MAGNA KANNON DRAGSTA TRANSPORT MOB

Break Point +1: The 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
Mekboy Magna Kannon Dragsta	25	4+	2/-1	Magna Kannon (Dmg+3,AA) Anti-personnel	50/100 25	1 2	-1 -1	[TR1], Special



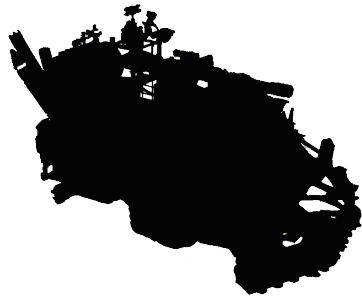
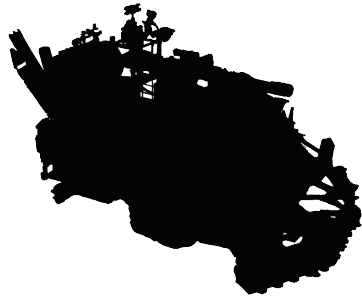
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BATTLEFORTRESS TRANSPORT MOB

ONE BOYZ MOB Two Battlefortresses



250 Point Value

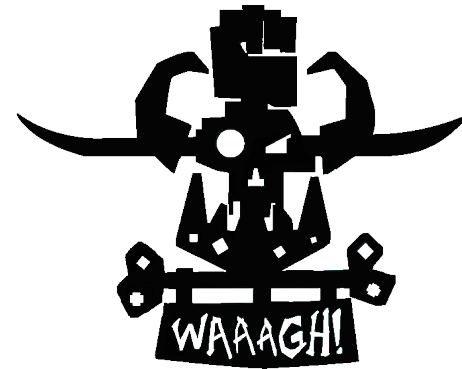


BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
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	



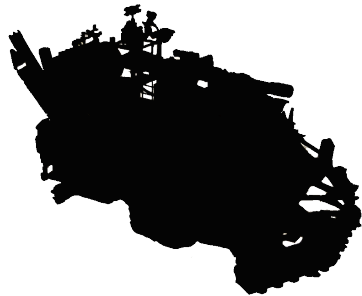
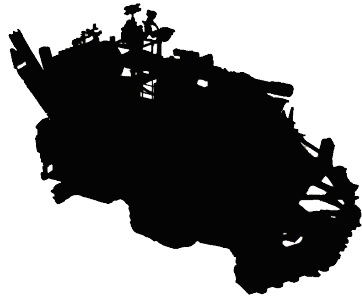
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BATTLEFORTRESS TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
Two Battlefortresses



250 Point Value

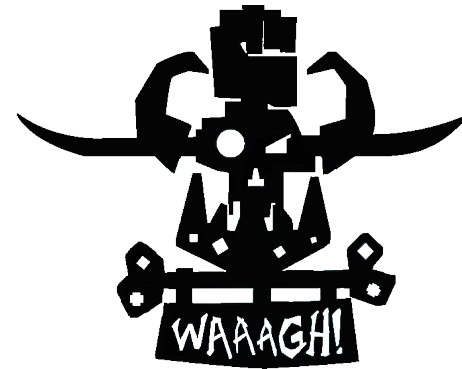


BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
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	



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BATTLEFORTRESS TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Battlefortresses



100 Point Value

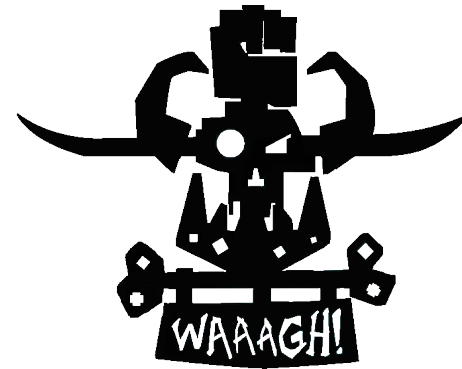


BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
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	



+1 Victory Points

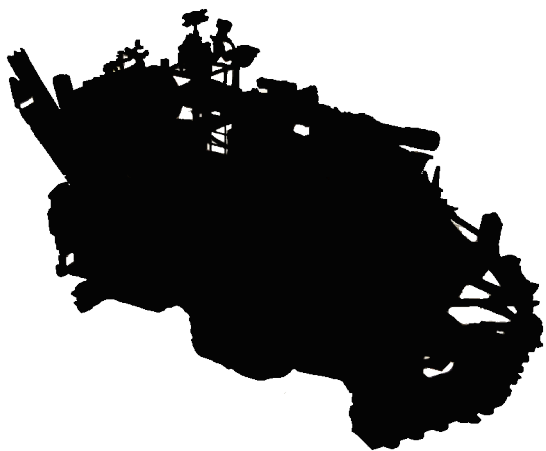
Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BATTLEFORTRESS TRANSPORT MOB

ONE EXPANDED INFANTRY COMMAND MOB

One Battlefortresses



100 Point Value

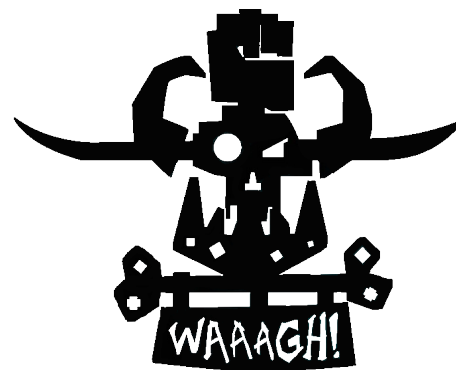


BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
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	



+1 Victory Points

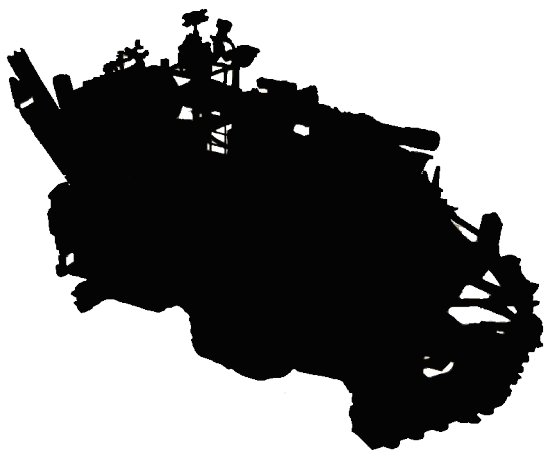
Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BATTLEFORTRESS TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION

One Battlefortresses



100 Point Value

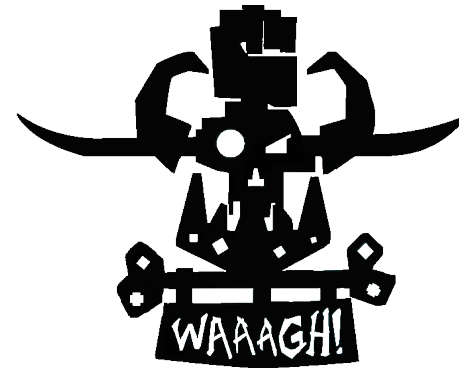


BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
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	



+1 Victory Points

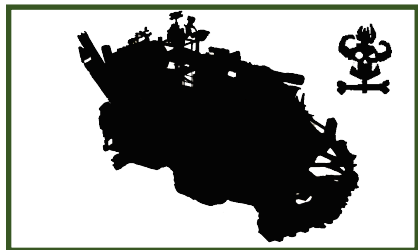
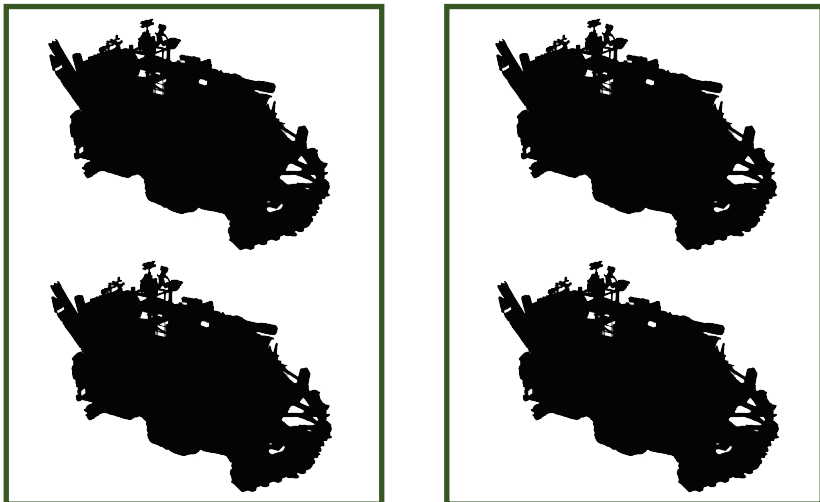
Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BATTLEFORTRESS TRANSPORT MOB

ONE INFANTRY WARBAND

Five Battlefortresses



600 Point Value

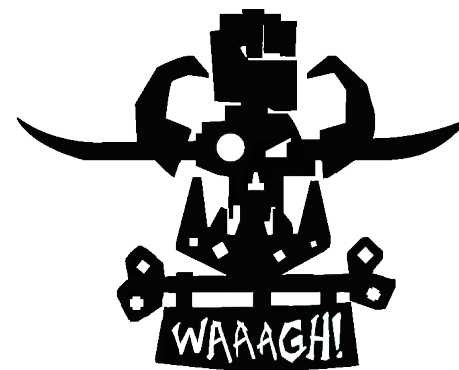


BATTLEFORTRESS TRANSPORT MOB

Break Point +2: The adds +2 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
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	



+6 Victory Points

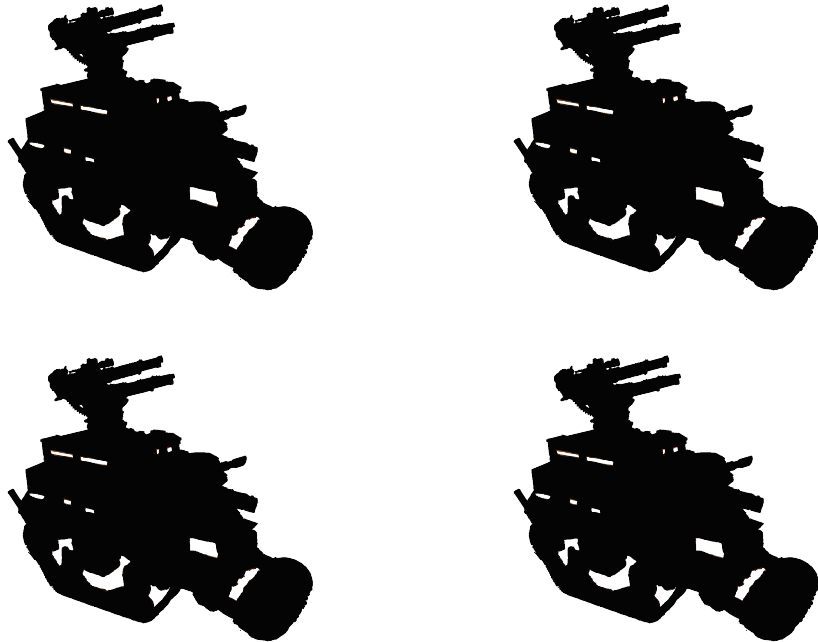
Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

FLAKKA DAKKA BATTLEFORTRESS TRANSPORT MOB

ONE BOYZ MOB

Four Flakka Dakka Battlefortresses



500 Point Value

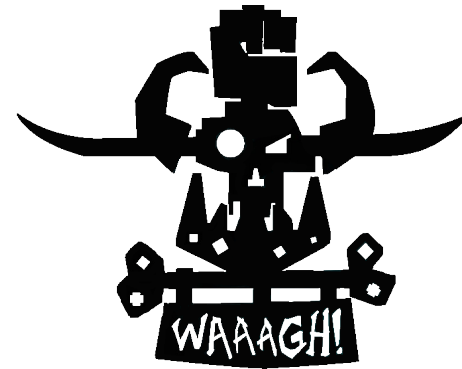


FLAKKA DAKKA BATTLEFORTRESS TRANSPORT MOB

Break Point +2: The adds +2 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
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	



+5 Victory Points

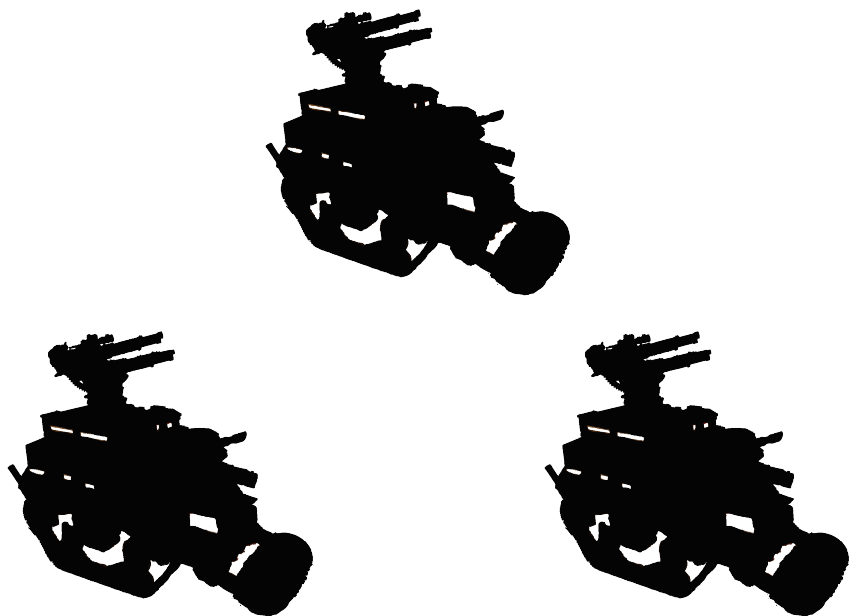
Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

FLAKKA DAKKA BATTLEFORTRESS TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB

Three Flakka Dakka Battlefortresses



400 Point Value

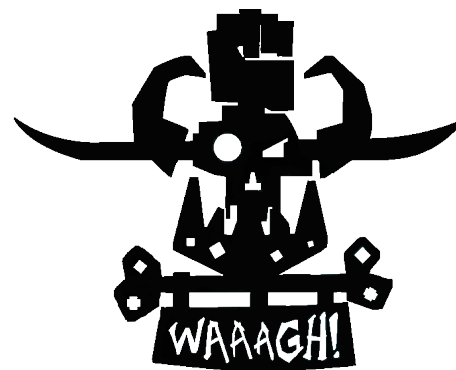


FLAKKA DAKKA BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
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	



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

FLAKKA DAKKA BATTLEFORTRESS TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Flakka Dakka Battlefortresses



100 Point Value

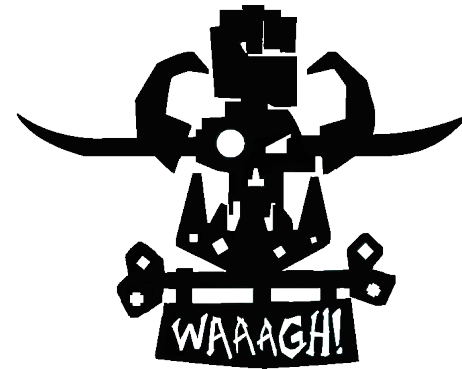


FLAKKA DAKKA BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
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	



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

FLAKKA DAKKA BATTLEFORTRESS TRANSPORT MOB

ONE EXPANDED INFANTRY COMMAND MOB

Two Flakka Dakka Battlefortresses



250 Point Value

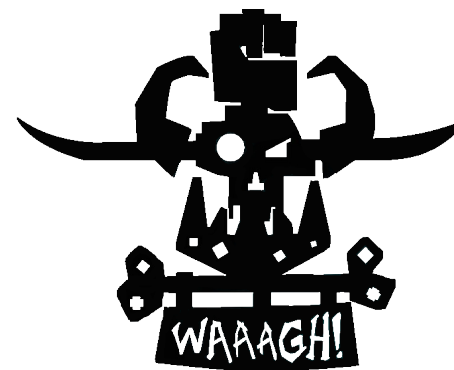


FLAKKA DAKKA BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
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	



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

FLAKKA DAKKA BATTLEFORTRESS TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
One Flakka Dakka Battlefortresses



100 Point Value

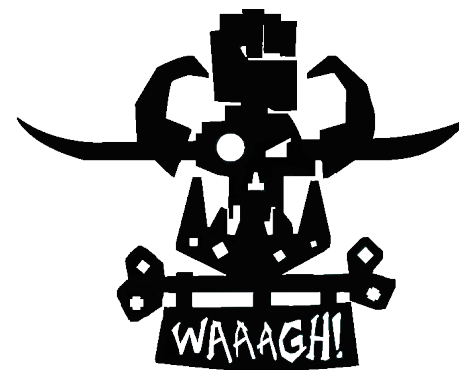


FLAKKA DAKKA BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
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	



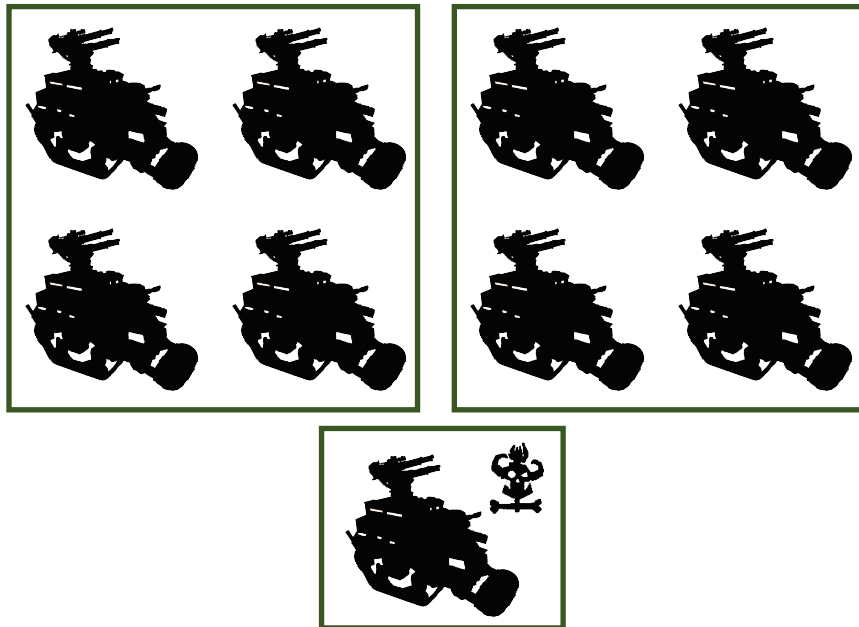
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

FLAKKA DAKKA BATTLEFORTRESS TRANSPORT MOB

ONE INFANTRY WARBAND
Nine Flakka Dakka Battlefortresses



1050 Point Value

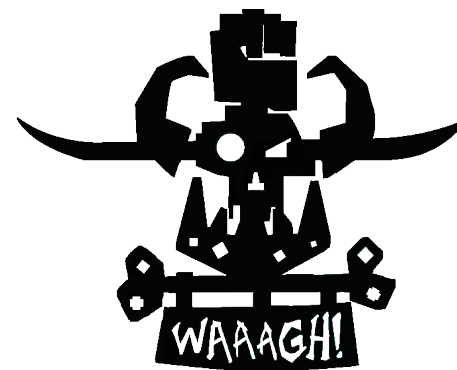


FLAKKA DAKKA BATTLEFORTRESS TRANSPORT MOB

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



+11 Victory Points

Your opponent gains +6VP when attached formation is broken

TRANSPORT POOL

BOOMBUSTA BATTLEFORTRESS TRANSPORT MOB

ONE BOYZ MOB

Four Boombusta Battlefortresses



450 Point Value

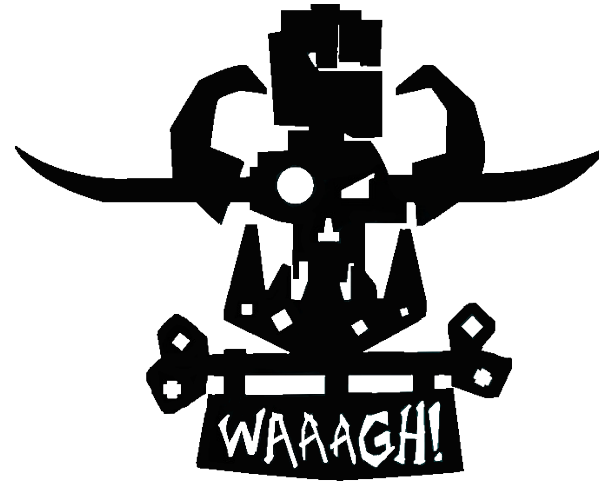


BOOMBUSTA BATTLEFORTRESS TRANSPORT MOB

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



+5 Victory Points

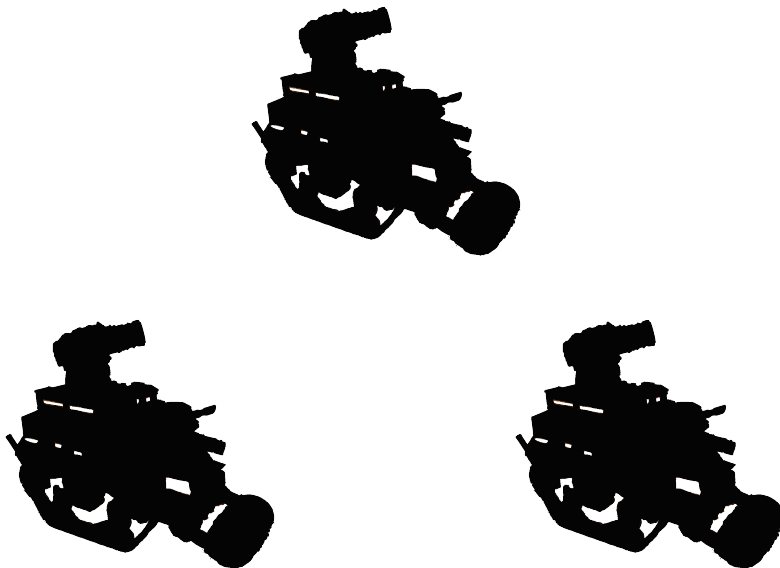
Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

BOOMBUSTA BATTLEFORTRESS TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB

Three Boombusta Battlefortresses



350 Point Value

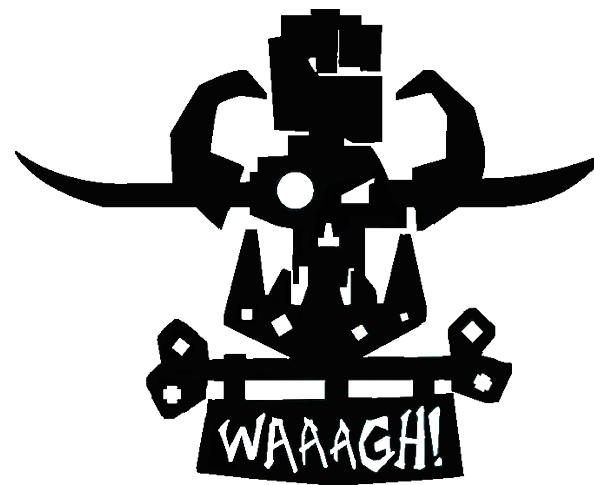


BOOMBUSTA BATTLEFORTRESS TRANSPORT MOB

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



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BOOMBUSTA BATTLEFORTRESS TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Boombusta Battlefortresses



100 Point Value

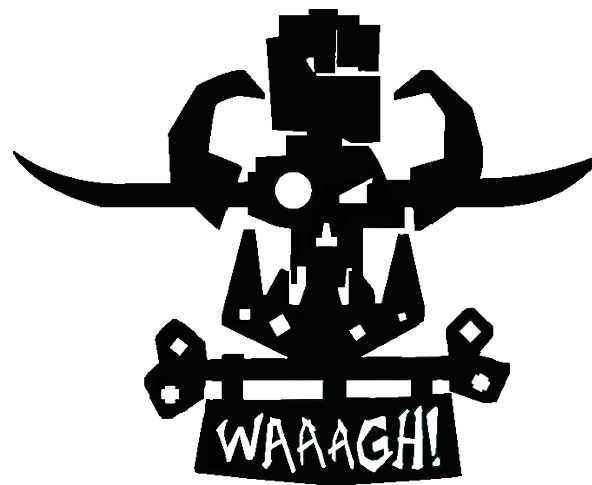


BOOMBUSTA BATTLEFORTRESS TRANSPORT MOB

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



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BOOMBUSTA BATTLEFORTRESS TRANSPORT MOB

ONE EXPANDED INFANTRY COMMAND MOB

Two Boombusta Battlefortresses



250 Point Value

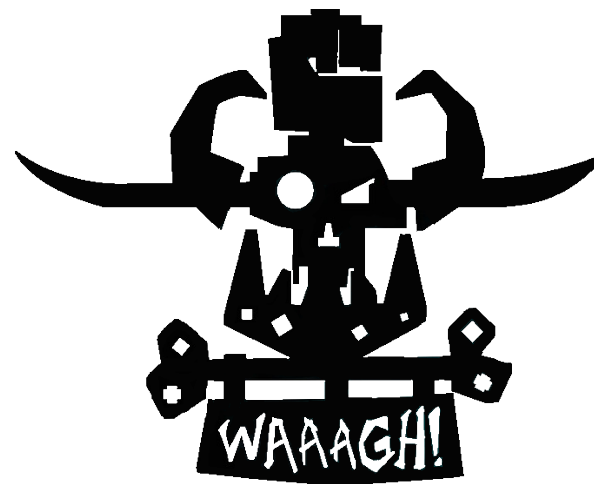


BOOMBUSTA BATTLEFORTRESS TRANSPORT MOB

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



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BOOMBUSTA BATTLEFORTRESS TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
One Boombusta Battlefortresses



100 Point Value

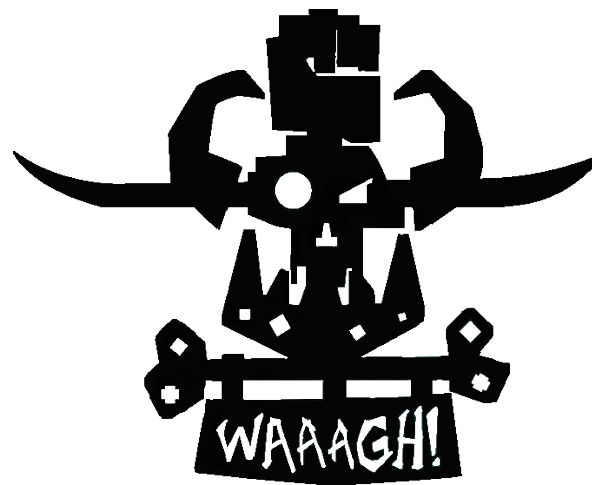


BOOMBUSTA BATTLEFORTRESS TRANSPORT MOB

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



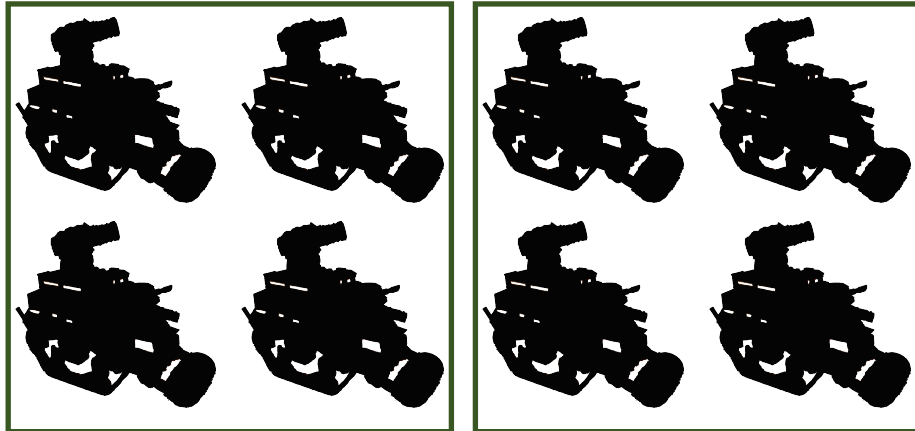
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BOOMBUSTA BATTLEFORTRESS TRANSPORT MOB

ONE INFANTRY WARBAND
Nine Boombusta Battlefortresses



1050 Point Value

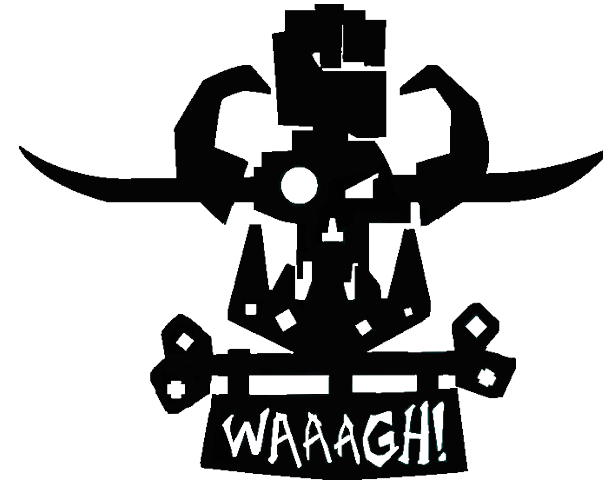


BOOMBUSTA BATTLEFORTRESS TRANSPORT MOB

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



+11 Victory Points

Your opponent gains +6VP when attached formation is broken

TRANSPORT POOL

ROKKITSPITTA BATTLEFORTRESS TRANSPORT MOB

ONE BOYZ MOB

Two Rokkispitta Battlefortresses



250 Point Value

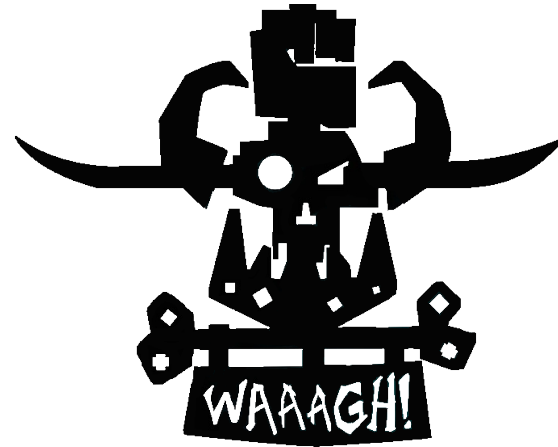


ROKKITSPITTA BATTLEFORTRESS TRANSPORT MOB

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



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

ROKKITSPITTA BATTLEFORTRESS TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB

Two Rokkispitta Battlefortresses



250 Point Value

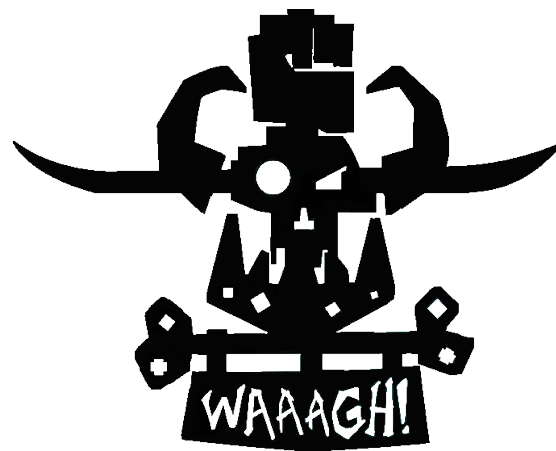


ROKKITSPITTA BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
Rokkispitta Battlefortress	15	2+	4/-3	Supa Rokkitts	35/70	1	-2	[DR3],[TR8], Special
				Rokkitts [A]	25	10	-2	
				Anti-personnel	25	4	-1	



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

ROKKITSPITTA BATTLEFORTRESS TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Rokkispitta Battlefortresses



100 Point Value

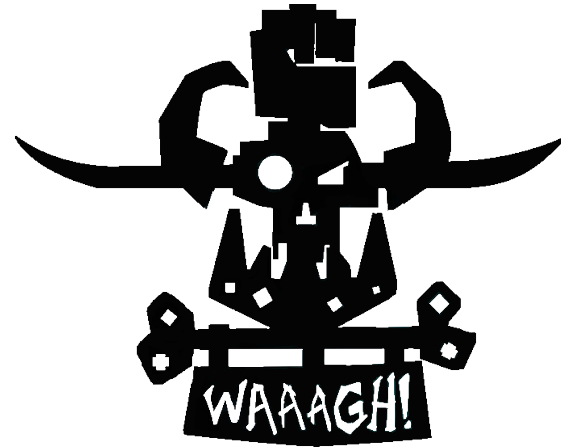


ROKKITSPITTA BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
Rokkispitta Battlefortress	15	2+	4/-3	Supa Rokkitts	35/70	1	-2	[DR3],[TR8], Special
				Rokkitts [A]	25	10	-2	
				Anti-personnel	25	4	-1	



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

ROKKITSPITTA BATTLEFORTRESS TRANSPORT MOB

ONE EXPANDED INFANTRY COMMAND MOB
One Rokkispitta Battlefortresses



100 Point Value

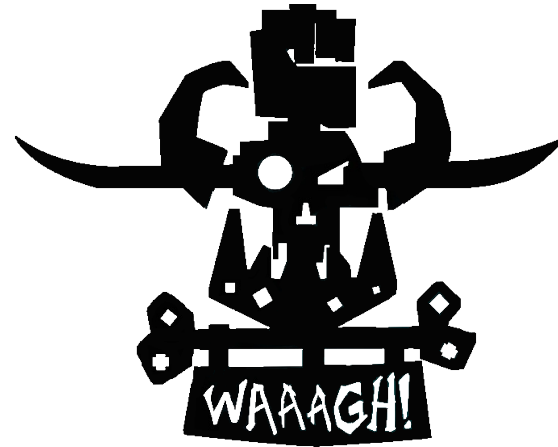


ROKKITSPITTA BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
Rokkispitta Battlefortress	15	2+	4/-3	Supa Rokkitts	35/70	1	-2	[DR3],[TR8], Special
				Rokkitts [A]	25	10	-2	
				Anti-personnel	25	4	-1	



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

ROKKITSPITTA BATTLEFORTRESS TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
One Rokkispitta Battlefortresses



100 Point Value



ROKKITSPITTA BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
Rokkispitta Battlefortress	15	2+	4/-3	Supa Rokkitts	35/70	1	-2	[DR3],[TR8], Special
				Rokkitts [A]	25	10	-2	
				Anti-personnel	25	4	-1	



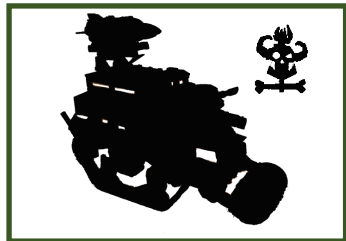
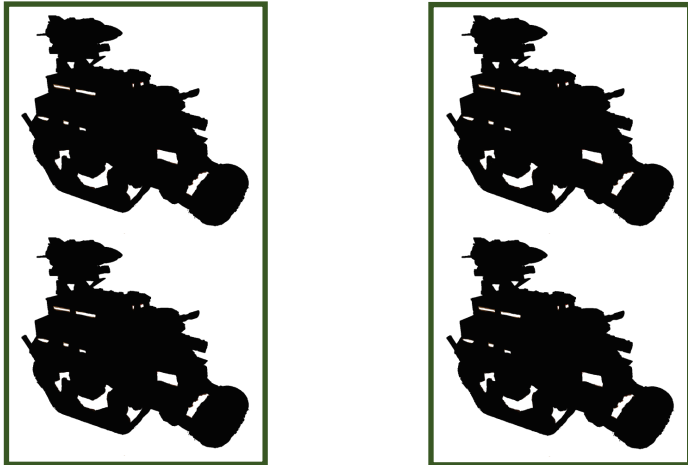
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

ROKKITSPITTA BATTLEFORTRESS TRANSPORT MOB

ONE INFANTRY WARBAND
Five Rokkispitta Battlefortresses



600 Point Value

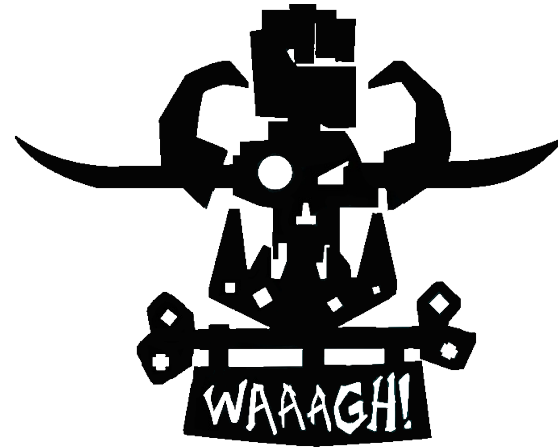


ROKKITSPITTA BATTLEFORTRESS TRANSPORT MOB

Break Point +2: The adds +2 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
Rokkispitta Battlefortress	15	2+	4/-3	Supa Rokkits	35/70	1	-2	[DR3],[TR8], Special
				Rokkits [A]	25	10	-2	
				Anti-personnel	25	4	-1	



+6 Victory Points

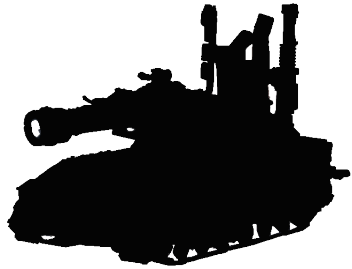
Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

SKULLHAMMA BATTLEFORTRESS TRANSPORT MOB

ONE BOYZ MOB

Two Skullhamma Battlefortresses



250 Point Value



SKULLHAMMA BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
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	



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

SKULLHAMMA BATTLEFORTRESS TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
Two Skullhamma Battlefortresses



250 Point Value

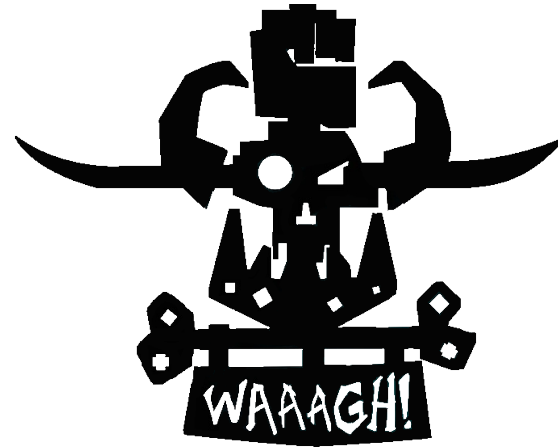


SKULLHAMMA BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
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	



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

SKULLHAMMA BATTLEFORTRESS TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Skullhamma Battlefortresses



100 Point Value

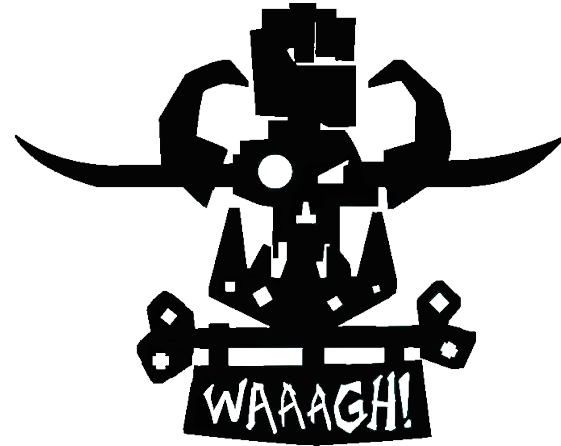


SKULLHAMMA BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
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	



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SKULLHAMMA BATTLEFORTRESS TRANSPORT MOB

ONE EXPANDED INFANTRY COMMAND MOB
One Skullhamma Battlefortresses



100 Point Value



SKULLHAMMA BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
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	



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SKULLHAMMA BATTLEFORTRESS TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
One Skullhamma Battlefortresses



100 Point Value

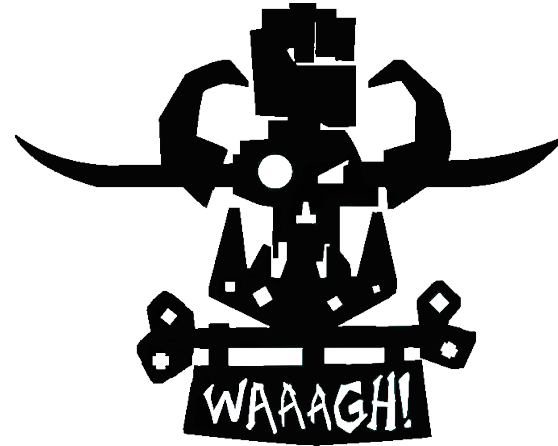


SKULLHAMMA BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
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	



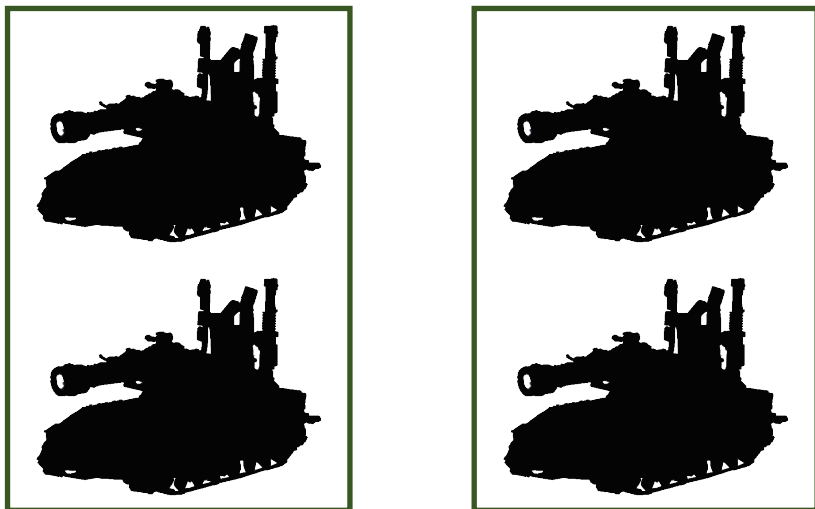
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SKULLHAMMA BATTLEFORTRESS TRANSPORT MOB

ONE INFANTRY WARBAND
Five Skullhamma Battlefortresses



600 Point Value

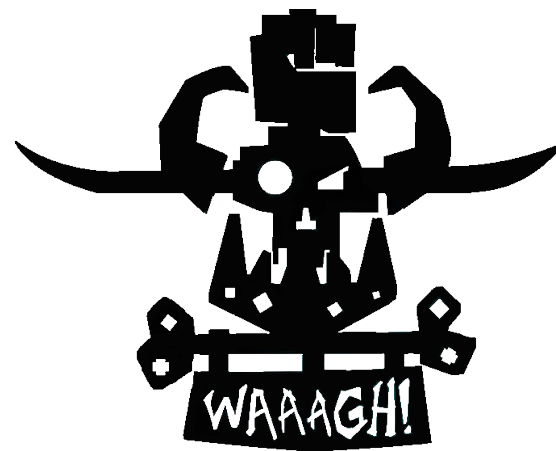


SKULLHAMMA BATTLEFORTRESS TRANSPORT MOB

Break Point +2: The adds +2 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
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	



+6 Victory Points

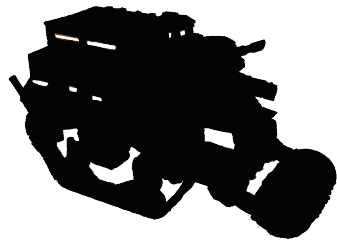
Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

GIBLETGRINDA BATTLEFORTRESS TRANSPORT MOB

ONE BOYZ MOB

Two Gibletgrinda Battlefortresses



250 Point Value



GIBLETGRINDA BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
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	



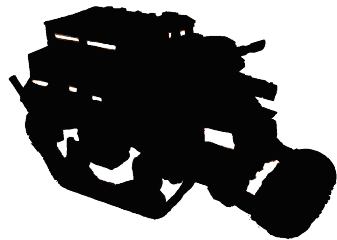
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

GIBLETGRINDA BATTLEFORTRESS TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
Two Gibletgrinda Battlefortresses



250 Point Value



GIBLETGRINDA BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
Gibletgrinda Battlefortress	15	2+	5/-3	5x Kannon	20/35	5x B0	-2	[DR3],[TR8], Special
				Scorcha [FW]	10	2	-1	
				Anti-personnel	25	4	-1	



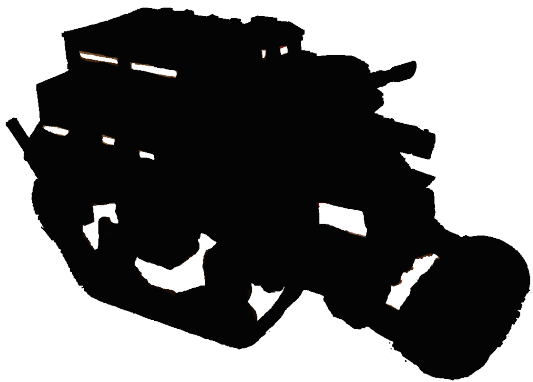
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

GIBLETGRINDA BATTLEFORTRESS TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Gibletgrinda Battlefortresses



100 Point Value

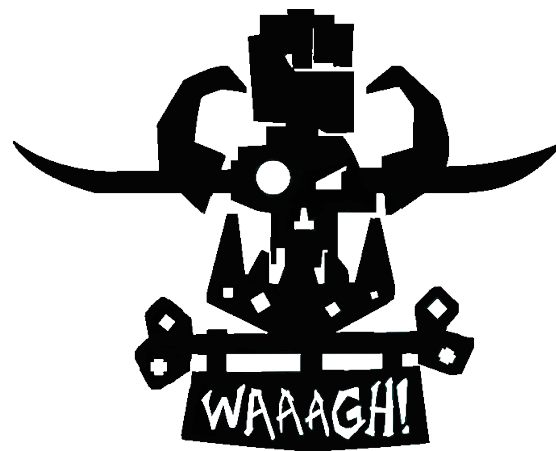


GIBLETGRINDA BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
Gibletgrinda Battlefortress	15	2+	5/-3	5x Kannon	20/35	5x B0	-2	[DR3],[TR8], Special
				Scorcha [FW]	10	2	-1	
				Anti-personnel	25	4	-1	



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GIBLETGRINDA BATTLEFORTRESS TRANSPORT MOB

ONE EXPANDED INFANTRY COMMAND MOB
One Gibletgrinda Battlefortresses



100 Point Value

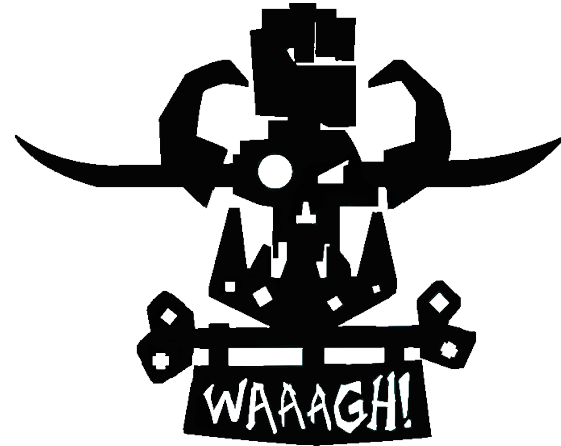


GIBLETGRINDA BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
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	



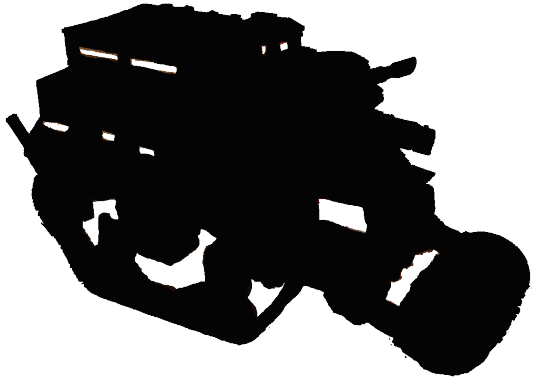
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GIBLETGRINDA BATTLEFORTRESS TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
One Gibletgrinda Battlefortresses



100 Point Value

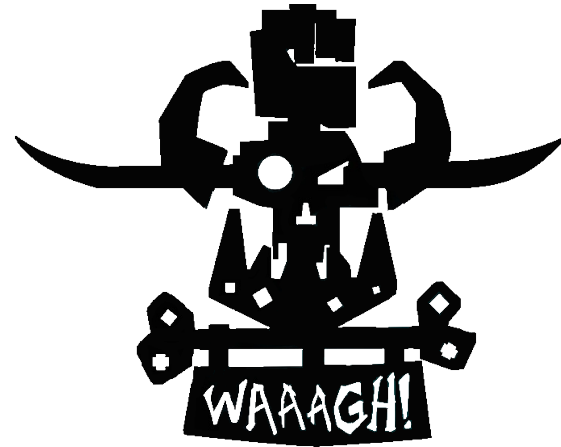


GIBLETGRINDA BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
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	



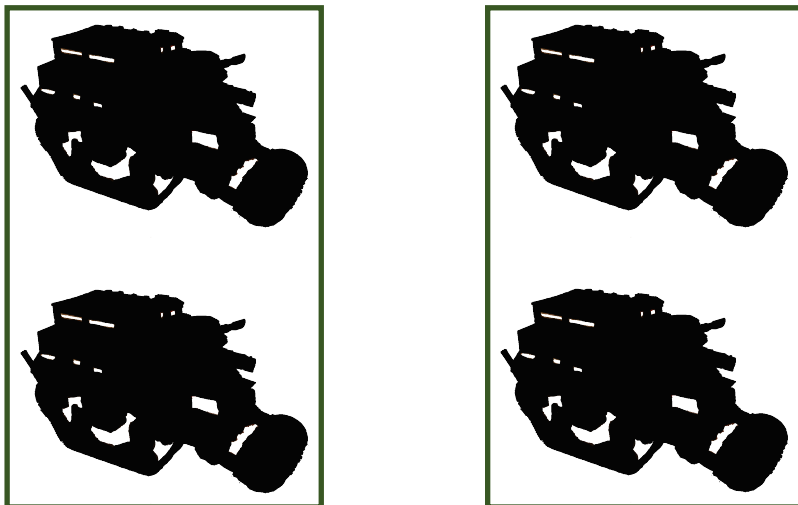
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GIBLETGRINDA BATTLEFORTRESS TRANSPORT MOB

ONE INFANTRY WARBAND
Five Gibletgrinda Battlefortresses



600 Point Value

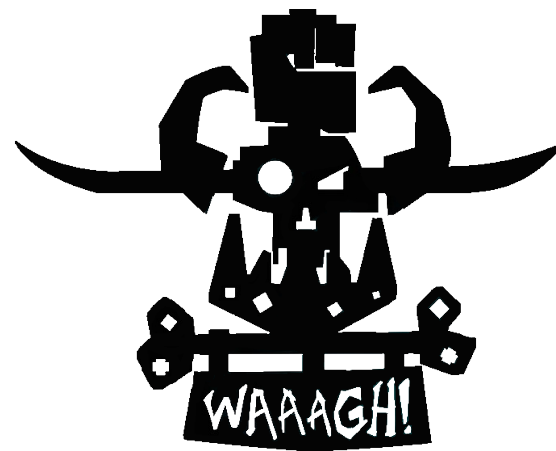


GIBLETGRINDA BATTLEFORTRESS TRANSPORT MOB

Break Point +2: The adds +2 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
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	



+6 Victory Points

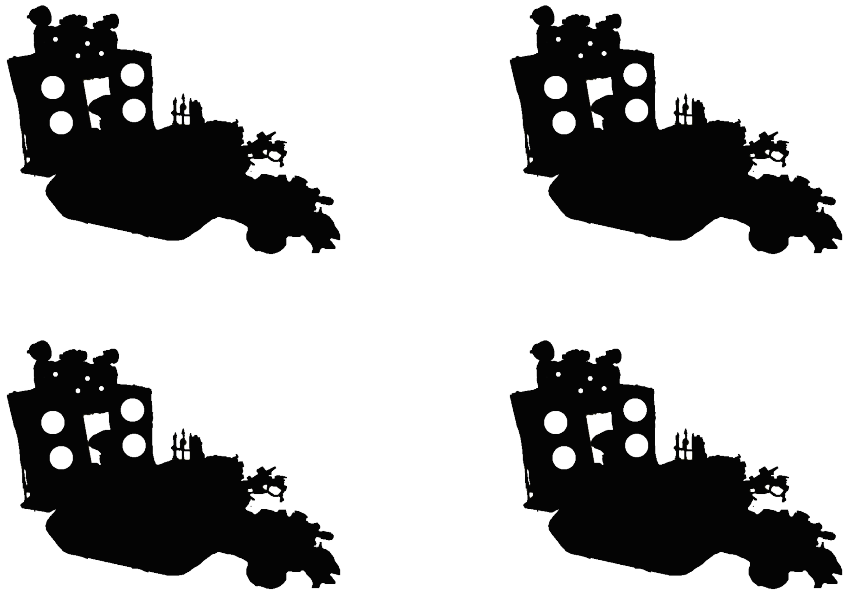
Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

GOFF ROCKER BOYZ BATTLEFORTRESS TRANSPORT MOB

ONE BOYZ MOB

Four Goff Rocker Boyz Battlefortresses



600 Point Value

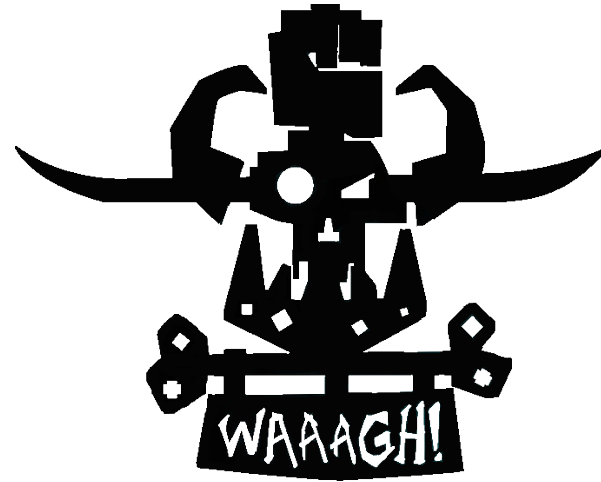


GOFF ROCKER BOYZ BATTLEFORTRESS TRANSPORT MOB

Break Point +2: The adds +2 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
Goff Rocker Boyz Battlefortress	15	2+	4/-3	4x Kannon	20/35	4x B0	-2	[DR3],[TR4], Special
				Uge Speaka	25	1d10/2+1	-1	
				Anti-personnel	25	6	-1	



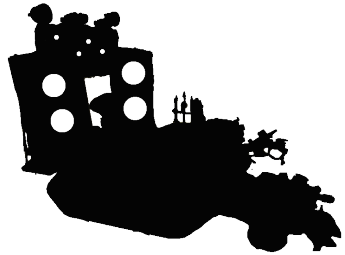
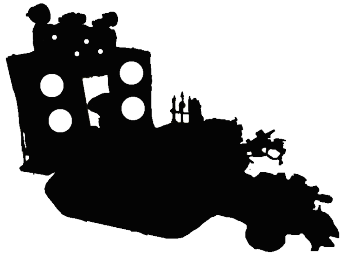
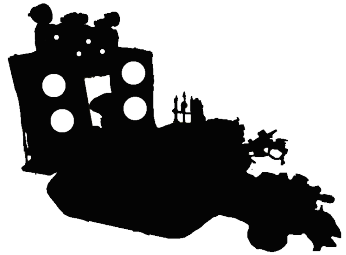
+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

GOFF ROCKER BOYZ BATTLEFORTRESS TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
Three Goff Rocker Boyz Battlefortresses



450 Point Value

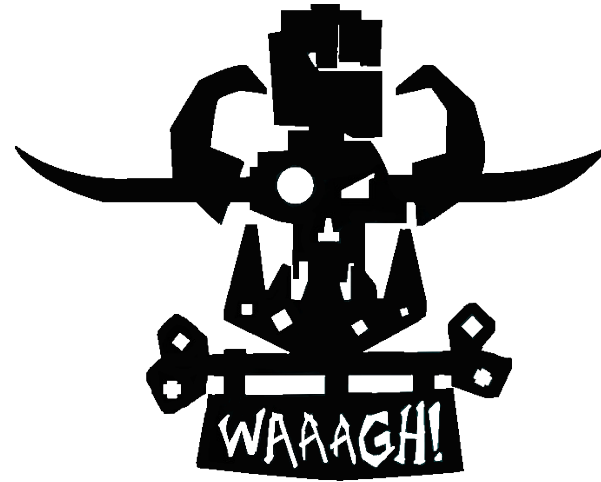


GOFF ROCKER BOYZ BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
Goff Rocker Boyz Battlefortress	15	2+	4/-3	4x Kannon	20/35	4x B0	-2	[DR3],[TR4], Special
				Uge Speaka	25	1d10/2+1	-1	
				Anti-personnel	25	6	-1	



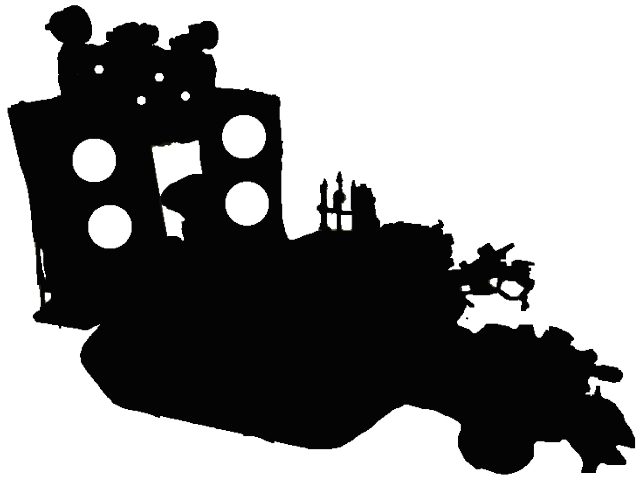
+5 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

GOFF ROCKER BOYZ BATTLEFORTRESS TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Goff Rocker Boyz Battlefortresses



150 Point Value

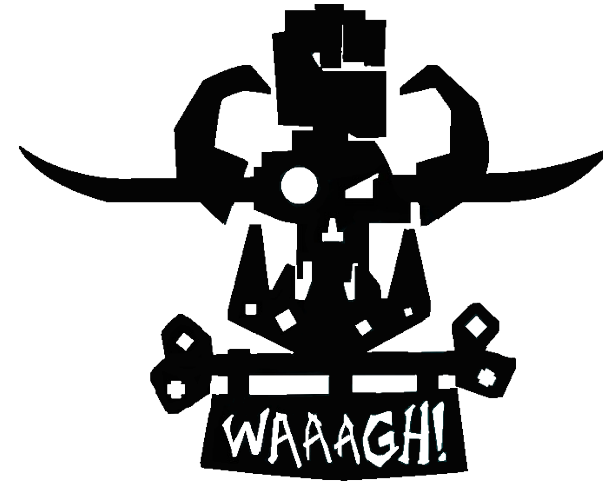


GOFF ROCKER BOYZ BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
Goff Rocker Boyz Battlefortress	15	2+	4/-3	4x Kannon	20/35	4x B0	-2	[DR3],[TR4], Special
				Uge Speaka	25	1d10/2+1	-1	
				Anti-personnel	25	6	-1	



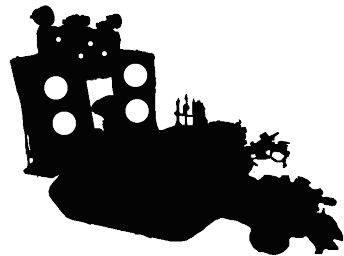
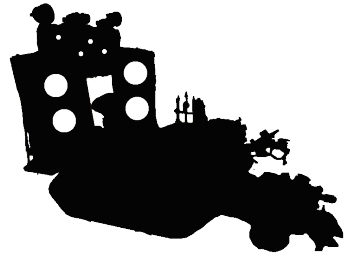
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GOFF ROCKER BOYZ BATTLEFORTRESS TRANSPORT MOB

ONE EXPANDED INFANTRY COMMAND MOB
Two Goff Rocker Boyz Battlefortresses



300 Point Value

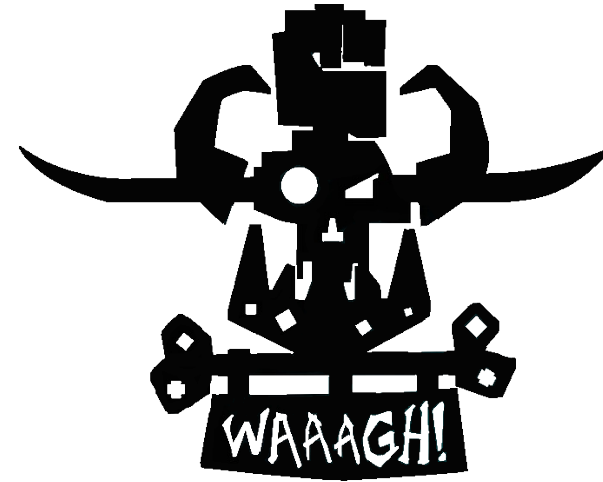


GOFF ROCKER BOYZ BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
Goff Rocker Boyz Battlefortress	15	2+	4/-3	4x Kannon	20/35	4x B0	-2	[DR3],[TR4], Special
				Uge Speaka	25	1d10/2+1	-1	
				Anti-personnel	25	6	-1	



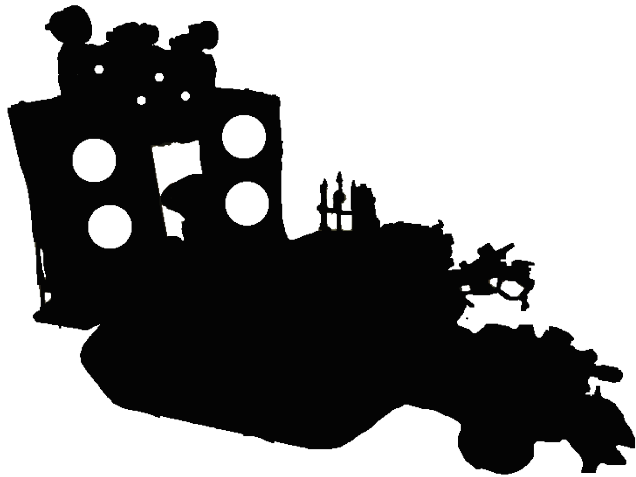
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

GOFF ROCKER BOYZ BATTLEFORTRESS TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
One Goff Rocker Boyz Battlefortresses



150 Point Value

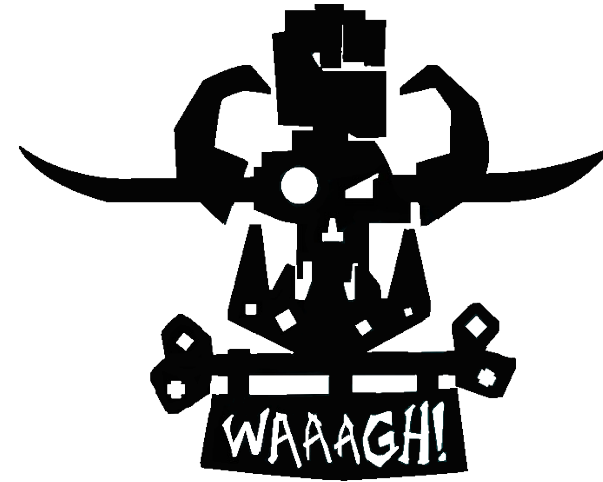


GOFF ROCKER BOYZ BATTLEFORTRESS TRANSPORT MOB

Break Point +1: The 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
Goff Rocker Boyz Battlefortress	15	2+	4/-3	4x Kannon	20/35	4x B0	-2	[DR3],[TR4], Special
				Uge Speaka	25	1d10/2+1	-1	
				Anti-personnel	25	6	-1	



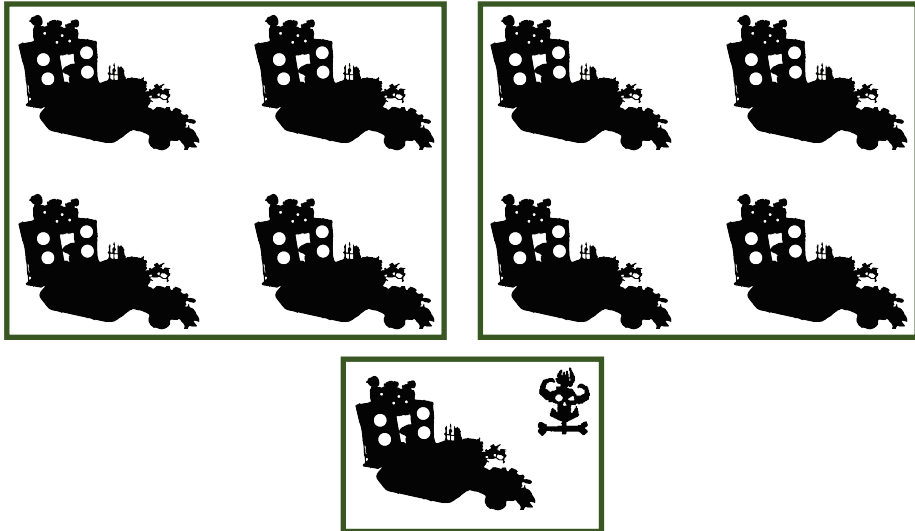
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GOFF ROCKER BOYZ BATTLEFORTRESS TRANSPORT MOB

ONE INFANTRY WARBAND
Nine Goff Rocker Boyz Battlefortresses



1300 Point Value

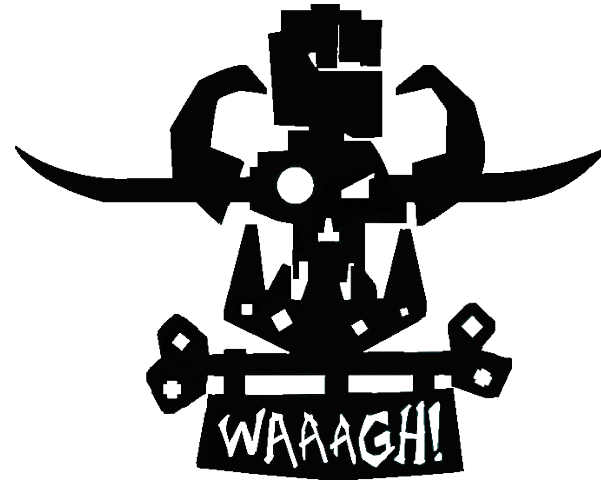


GOFF ROCKER BOYZ BATTLEFORTRESS TRANSPORT MOB

Break Point +4: The 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
Goff Rocker Boyz Battlefortress	15	2+	4/-3	4x Kannon	20/35	4x B0	-2	[DR3],[TR4], Special
				Uge Speaka	25	1d10/2+1	-1	
				Anti-personnel	25	6	-1	



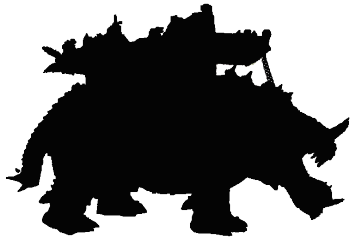
+13 Victory Points

Your opponent gains +7VP when attached formation is broken

TRANSPORT POOL

MEGA SQUIGGOTH TRANSPORT MOB

ONE BOYZ MOB Two Mega Squiggoths



250 Point Value

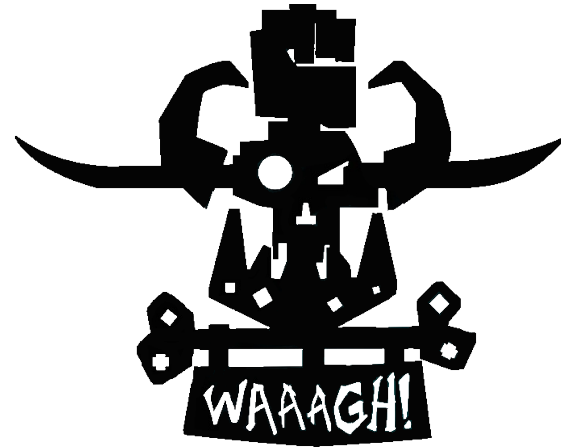


MEGA SQUIGGOTH TRANSPORT MOB

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



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

MEGA SQUIGGOTH TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
Two Mega Squiggoths



250 Point Value



MEGA SQUIGGOTH TRANSPORT MOB

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



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

MEGA SQUIGGOTH TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Mega Squiggoths



150 Point Value

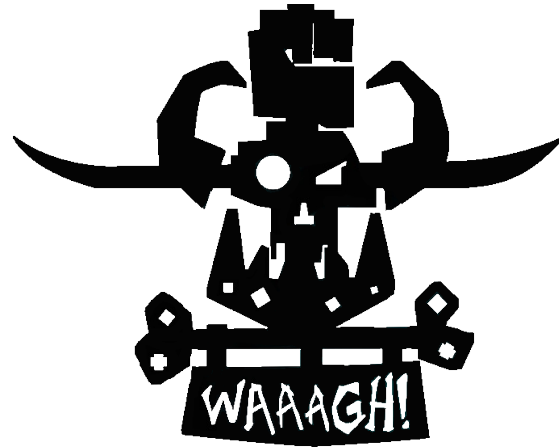


MEGA SQUIGGOTH TRANSPORT MOB

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



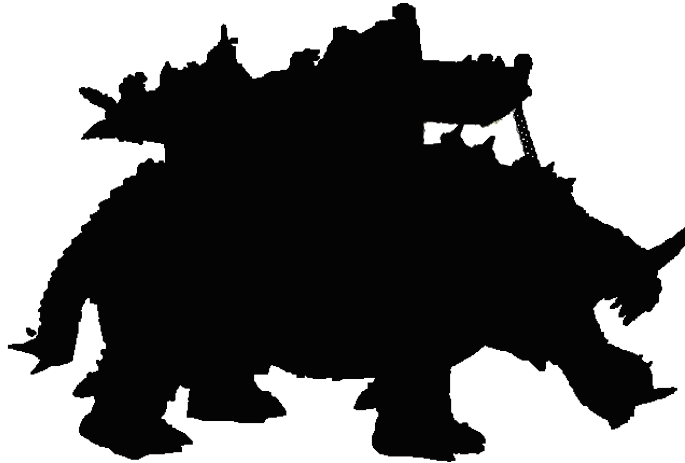
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

MEGA SQUIGGOTH TRANSPORT MOB

ONE EXPANDED INFANTRY COMMAND MOB
One Mega Squiggoths



150 Point Value



MEGA SQUIGGOTH TRANSPORT MOB

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



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

MEGA SQUIGGOTH TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
One Mega Squiggoths



150 Point Value

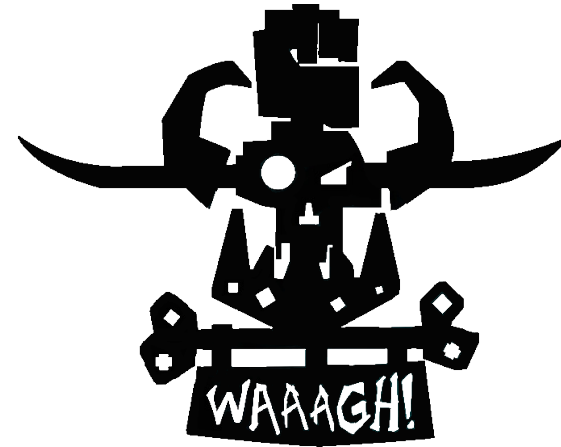


MEGA SQUIGGOTH TRANSPORT MOB

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



+2 Victory Points

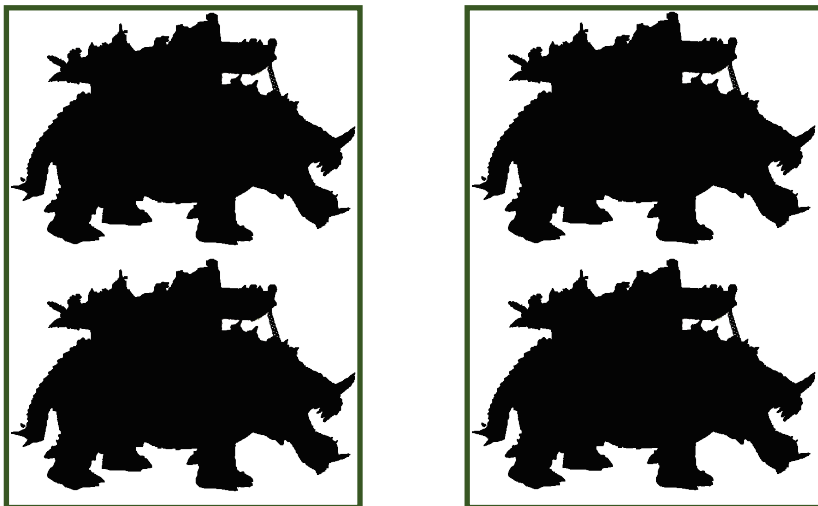
Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

MEGA SQUIGGOTH TRANSPORT MOB

ONE INFANTRY WARBAND

Five Mega Squiggoths



650 Point Value

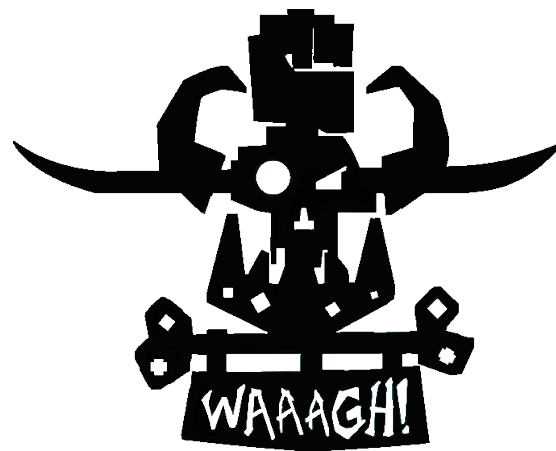


MEGA SQUIGGOTH TRANSPORT MOB

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



+7 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

ORKEOSAURUS TRANSPORT MOB

ONE BOYZ MOB
Two Orkeosaurus



400 Point Value

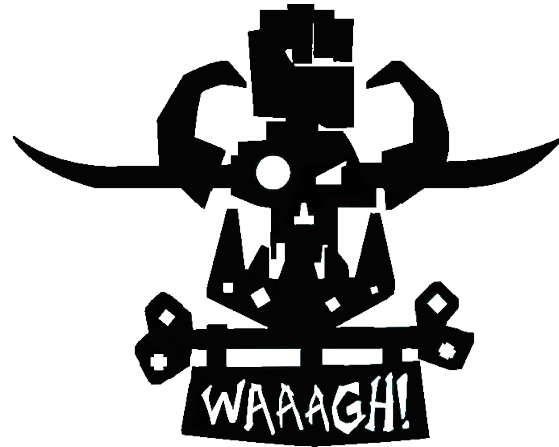


ORKEOSAURUS TRANSPORT MOB

Break Point +1: The 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
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	



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

ORKEOSAURUS TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB

Two Orkeosaurus



400 Point Value

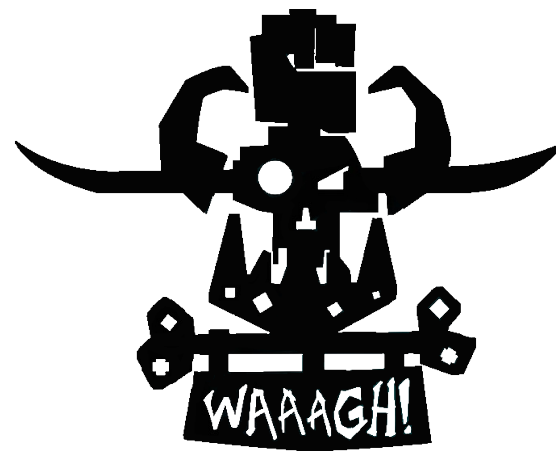


ORKEOSAURUS TRANSPORT MOB

Break Point +1: The 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
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	



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

ORKEOSAURUS TRANSPORT MOB

ONE INFANTRY COMMAND MOB

One Orkeosaurus



200 Point Value

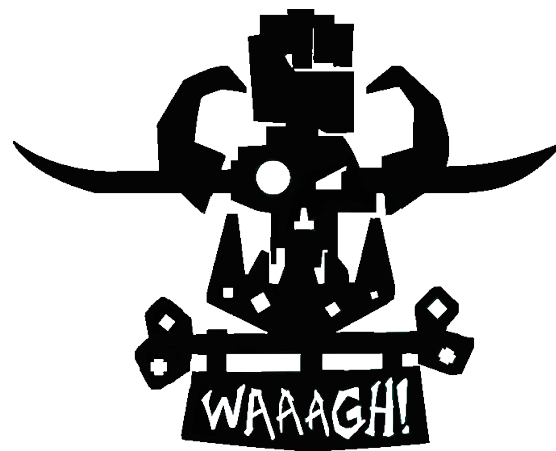


ORKEOSAURUS TRANSPORT MOB

Break Point +1: The 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
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	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

ORKEOSAURUS TRANSPORT MOB

ONE EXPANDED INFANTRY COMMAND MOB

One Orkeosaurus



200 Point Value

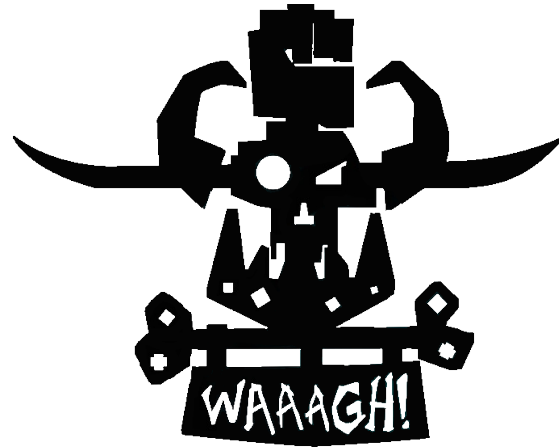


ORKEOSAURUS TRANSPORT MOB

Break Point +1: The 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
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	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

ORKEOSAURUS TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION

One Orkeosaurus



200 Point Value

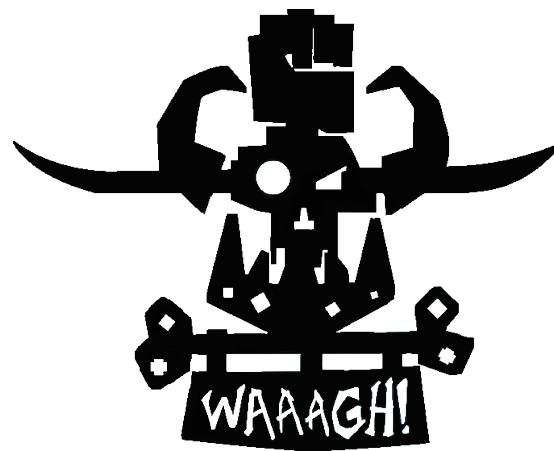


ORKEOSAURUS TRANSPORT MOB

Break Point +1: The 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
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	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

ORKEOSAURUS TRANSPORT MOB

ONE INFANTRY WARBAND
Five Orkeosaurus



950 Point Value

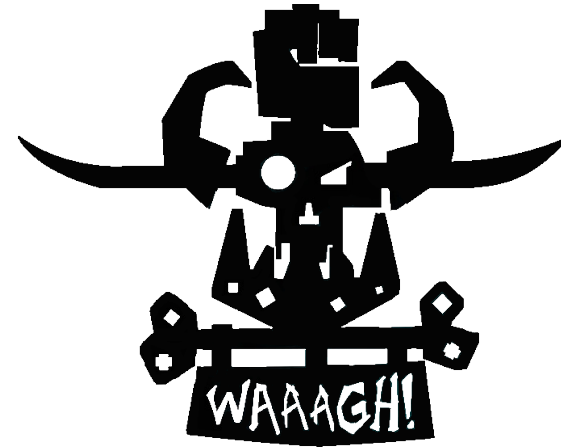


ORKEOSAURUS TRANSPORT MOB

Break Point +2: The adds +2 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
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	



+10 Victory Points

Your opponent gains +5VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH TRANSPORT MOB TYPE 1

ONE BOYZ MOB
Four Squiggoths Type 1



200 Point Value

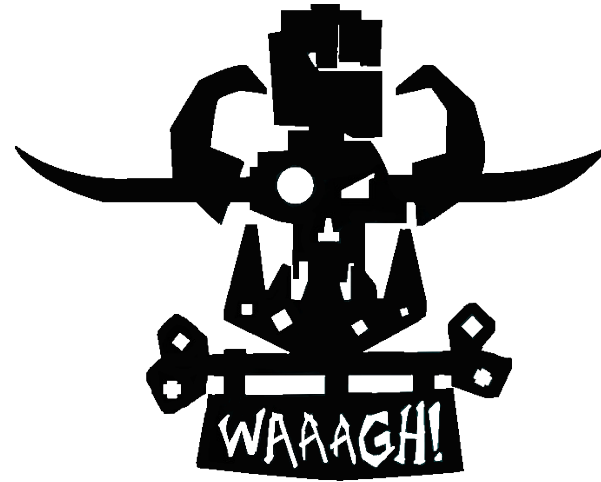


SQUIGGOTH TRANSPORT MOB TYPE 1

Break Point +2: The adds +2 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
Squiggoth Type 1	15	3+	3/-3	Lobba [M] Anti-personnel	25/50 25	B2 2	-1 -1	[DR2],[TR4], Special



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH TRANSPORT MOB TYPE 1

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
Three Squiggoths Type 1



150 Point Value

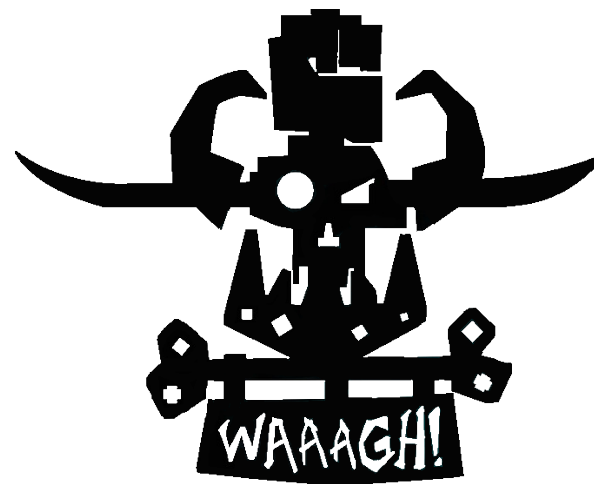


SQUIGGOTH TRANSPORT MOB TYPE 1

Break Point +1: The 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
Squiggoth Type 1	15	3+	3/-3	Lobba [M] Anti-personnel	25/50 25	B2 2	-1 -1	[DR2],[TR4], Special



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH TRANSPORT MOB TYPE 1

ONE INFANTRY COMMAND MOB
One Squiggoths Type 1



50 Point Value

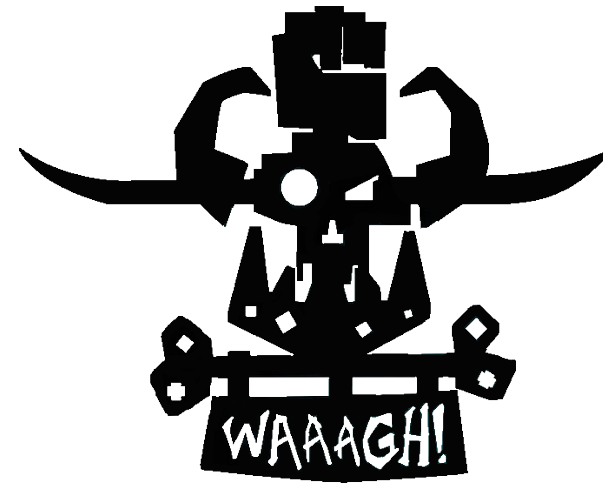


SQUIGGOTH TRANSPORT MOB TYPE 1

Break Point +1: The 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
Squiggoth Type 1	15	3+	3/-3	Lobba [M] Anti-personnel	25/50 25	B2 2	-1 -1	[DR2],[TR4], Special



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH TRANSPORT MOB TYPE 1

ONE EXPANDED INFANTRY COMMAND MOB

Two Squiggoths Type 1



100 Point Value

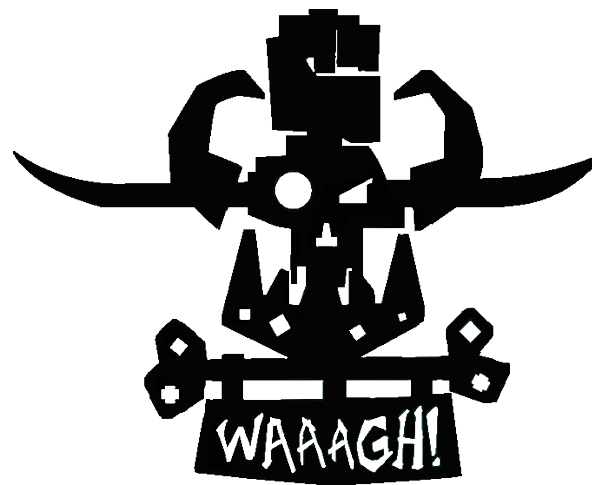


SQUIGGOTH TRANSPORT MOB TYPE 1

Break Point +1: The 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
Squiggoth Type 1	15	3+	3/-3	Lobba [M] Anti-personnel	25/50 25	B2 2	-1 -1	[DR2],[TR4], Special



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH TRANSPORT MOB TYPE 1

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
One Squiggoths Type 1



50 Point Value

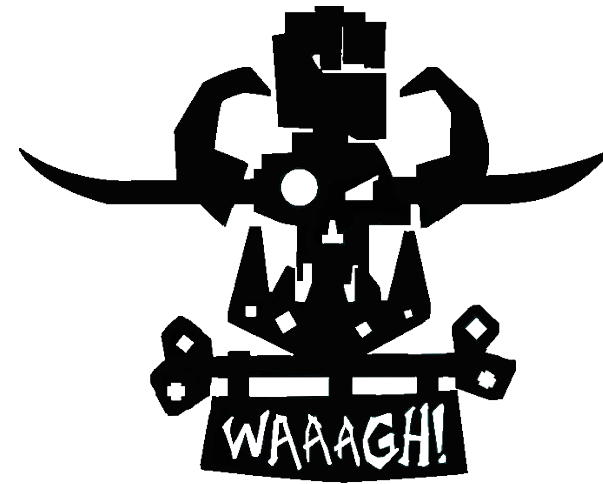


SQUIGGOTH TRANSPORT MOB TYPE 1

Break Point +1: The 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
Squiggoth Type 1	15	3+	3/-3	Lobba [M] Anti-personnel	25/50 25	B2 2	-1 -1	[DR2],[TR4], Special



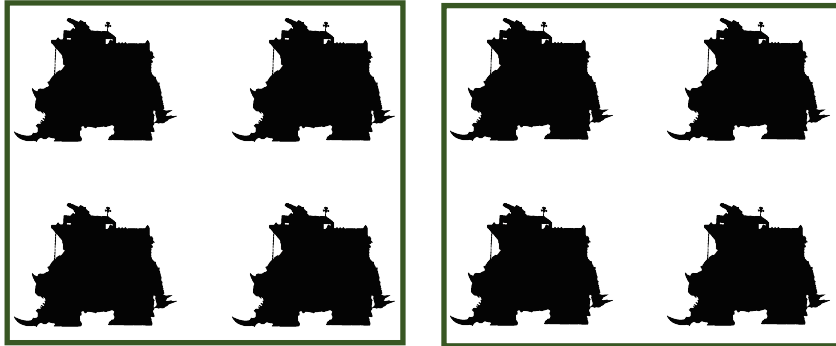
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH TRANSPORT MOB TYPE 1

ONE INFANTRY WARBAND
Nine Squiggoths Type 1



450 Point Value

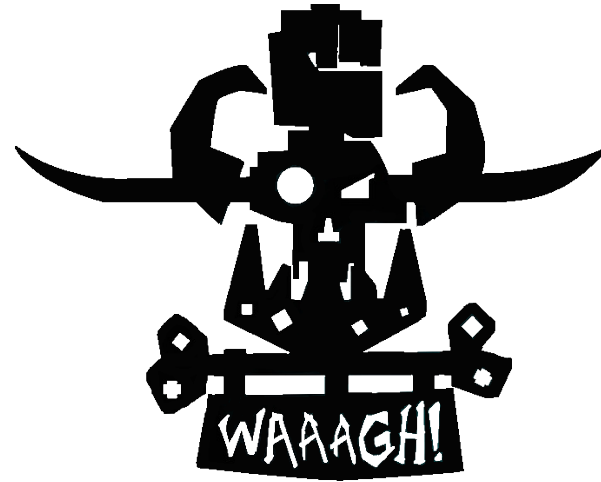


SQUIGGOTH TRANSPORT MOB TYPE 1

Break Point +4: The 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
Squiggoth Type 1	15	3+	3/-3	Lobba [M] Anti-personnel	25/50 25	B2 2	-1 -1	[DR2],[TR4], Special



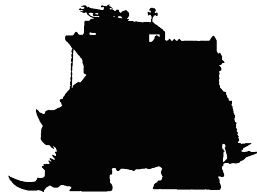
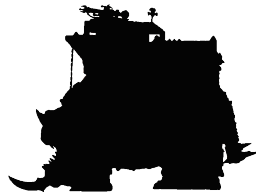
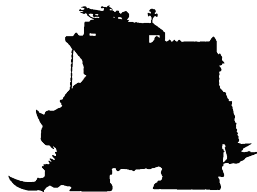
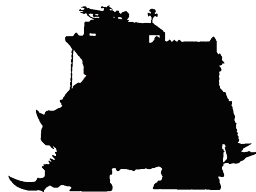
+5 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH TRANSPORT MOB TYPE 2

ONE BOYZ MOB Four Squiggoths Type 2



200 Point Value

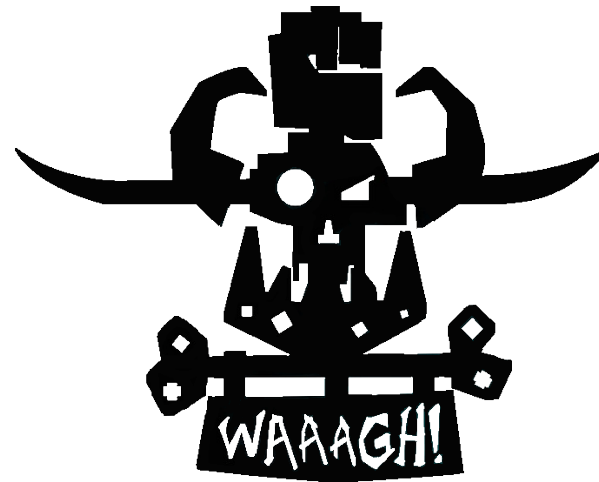


SQUIGGOTH TRANSPORT MOB TYPE 2

Break Point +2: The adds +2 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
Squiggoth Type 2	15	3+	3/-3	Zappa Gun	20/35	1	-2	[DR2],[TR4], Special
				Anti-personnel	25	2	-1	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH TRANSPORT MOB TYPE 2

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
Three Squiggoths Type 2



150 Point Value

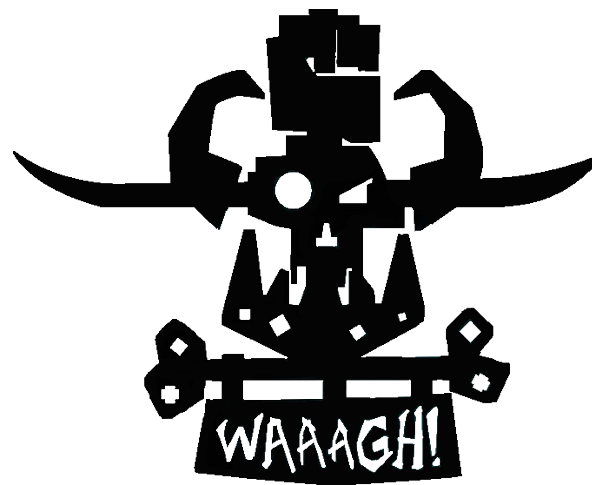


SQUIGGOTH TRANSPORT MOB TYPE 2

Break Point +1: The 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
Squiggoth Type 2	15	3+	3/-3	Zzappa Gun Anti-personnel	20/35 25	1 2	-2 -1	[DR2],[TR4], Special



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH TRANSPORT MOB TYPE 2

ONE INFANTRY COMMAND MOB
One Squiggoths Type 2



50 Point Value

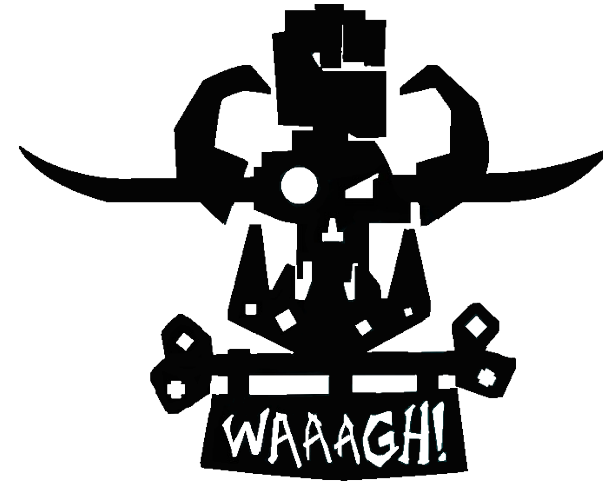


SQUIGGOTH TRANSPORT MOB TYPE 2

Break Point +1: The 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
Squiggoth Type 2	15	3+	3/-3	Zzappa Gun	20/35	1	-2	[DR2],[TR4], Special
				Anti-personnel	25	2	-1	



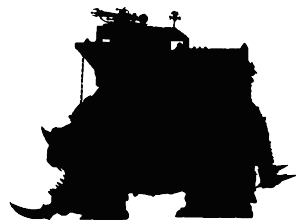
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH TRANSPORT MOB TYPE 2

ONE EXPANDED INFANTRY COMMAND MOB
Two Squiggoths Type 2



100 Point Value

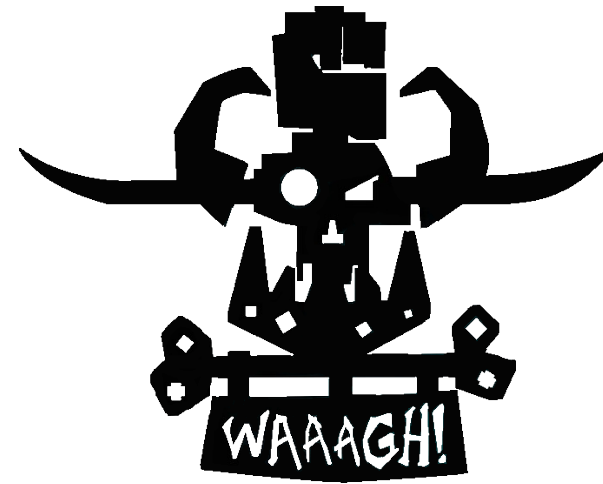


SQUIGGOTH TRANSPORT MOB TYPE 2

Break Point +1: The 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
Squiggoth Type 2	15	3+	3/-3	Zappa Gun	20/35	1	-2	[DR2],[TR4], Special
				Anti-personnel	25	2	-1	



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH TRANSPORT MOB TYPE 2

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
One Squiggoths Type 2



50 Point Value

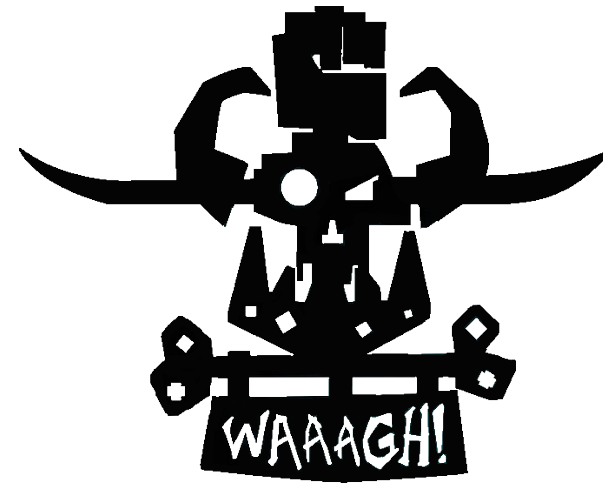


SQUIGGOTH TRANSPORT MOB TYPE 2

Break Point +1: The 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
Squiggoth Type 2	15	3+	3/-3	Zzappa Gun	20/35	1	-2	[DR2],[TR4], Special
				Anti-personnel	25	2	-1	



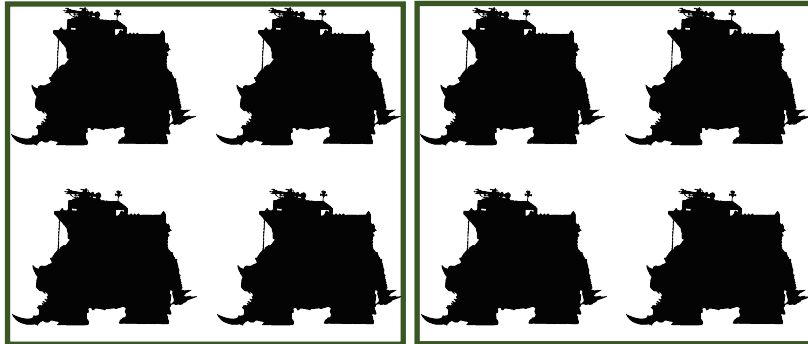
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH TRANSPORT MOB TYPE 2

ONE INFANTRY WARBAND
Ten Squiggoths Type 2



450 Point Value

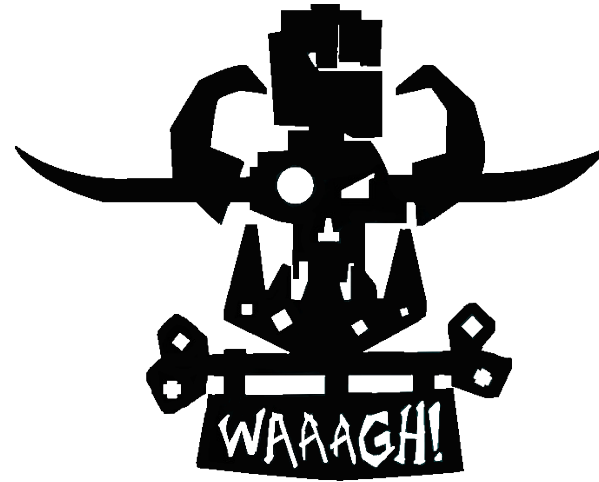


SQUIGGOTH TRANSPORT MOB TYPE 2

Break Point +4: The 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
Squiggoth Type 2	15	3+	3/-3	Zzappa Gun	20/35	1	-2	[DR2],[TR4], Special
				Anti-personnel	25	2	-1	



+5 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH TRANSPORT MOB TYPE 3

ONE BOYZ MOB
Four Squiggoths Type 3



200 Point Value

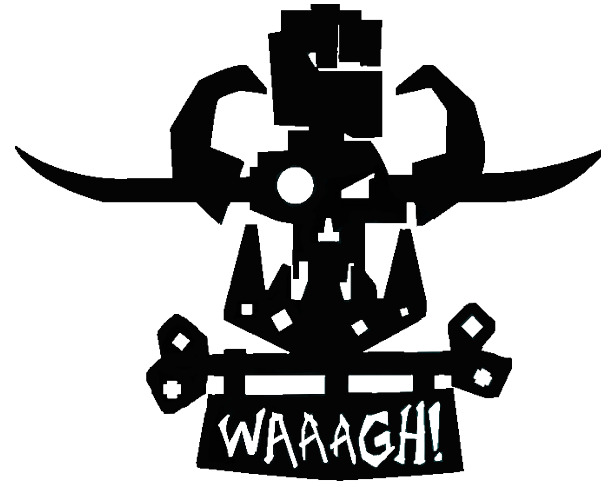


SQUIGGOTH TRANSPORT MOB TYPE 3

Break Point +2: The adds +2 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
Squiggoth Type 3	15	3+	3/-3	Kannon Anti-personnel	20/35 25	B0 2	-2 -1	[DR2],[TR4], Special



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH TRANSPORT MOB TYPE 3

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
Three Squiggoths Type 3



150 Point Value

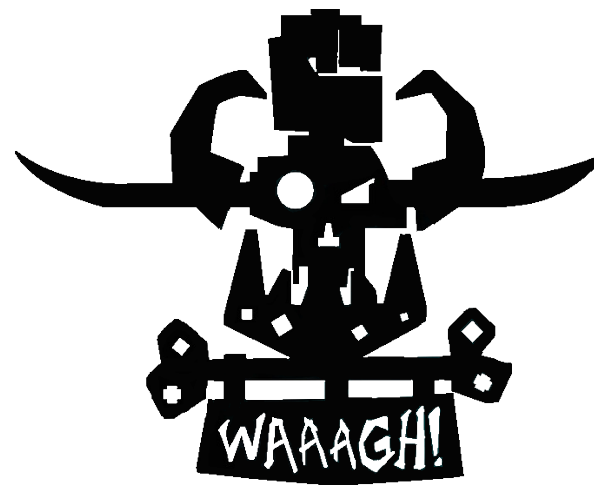


SQUIGGOTH TRANSPORT MOB TYPE 3

Break Point +1: The 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
Squiggoth Type 3	15	3+	3/-3	Kannon Anti-personnel	20/35 25	B0 2	-2 -1	[DR2],[TR4], Special



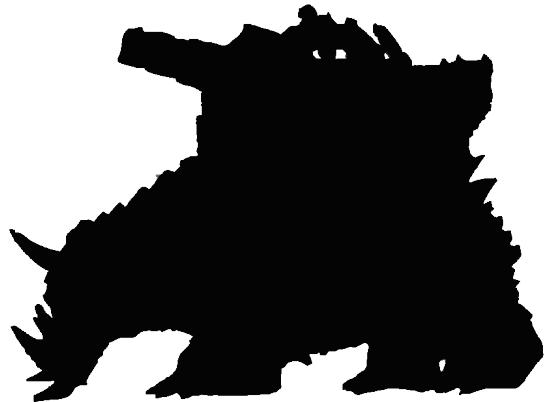
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH TRANSPORT MOB TYPE 3

ONE INFANTRY COMMAND MOB
One Squiggoths Type 3



50 Point Value

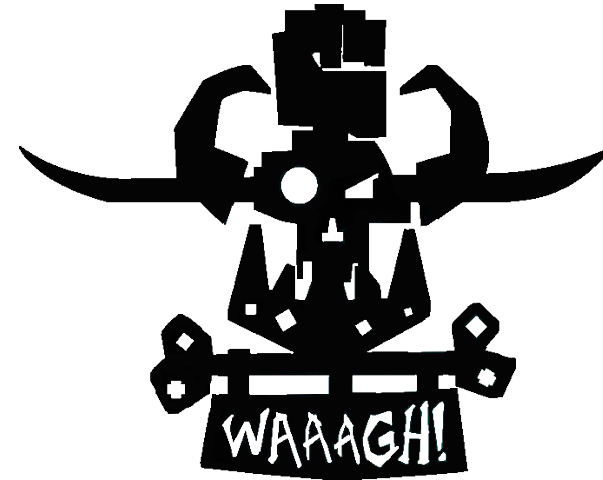


SQUIGGOTH TRANSPORT MOB TYPE 3

Break Point +1: The 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
Squiggoth Type 3	15	3+	3/-3	Kannon Anti-personnel	20/35 25	B0 2	-2 -1	[DR2],[TR4], Special



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH TRANSPORT MOB TYPE 3

ONE EXPANDED INFANTRY COMMAND MOB

Two Squiggoths Type 3



100 Point Value

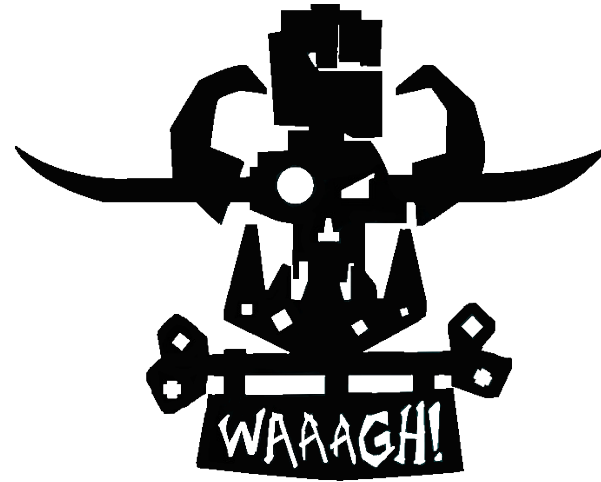


SQUIGGOTH TRANSPORT MOB TYPE 3

Break Point +1: The 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
Squiggoth Type 3	15	3+	3/-3	Kannon Anti-personnel	20/35 25	B0 2	-2 -1	[DR2],[TR4], Special



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH TRANSPORT MOB TYPE 3

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
One Squiggoths Type 3



50 Point Value

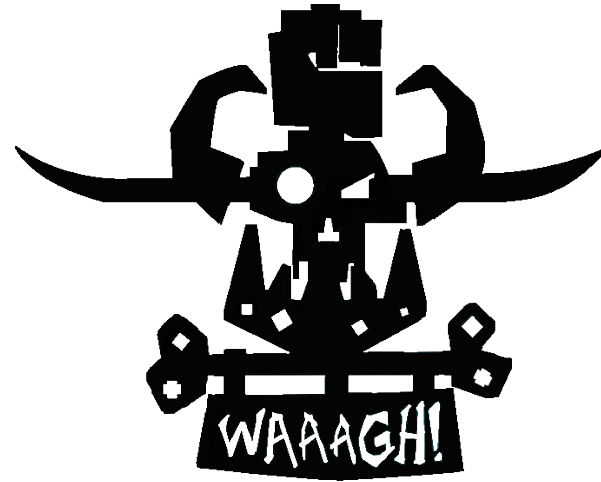


SQUIGGOTH TRANSPORT MOB TYPE 3

Break Point +1: The 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
Squiggoth Type 3	15	3+	3/-3	Kannon Anti-personnel	20/35 25	B0 2	-2 -1	[DR2],[TR4], Special



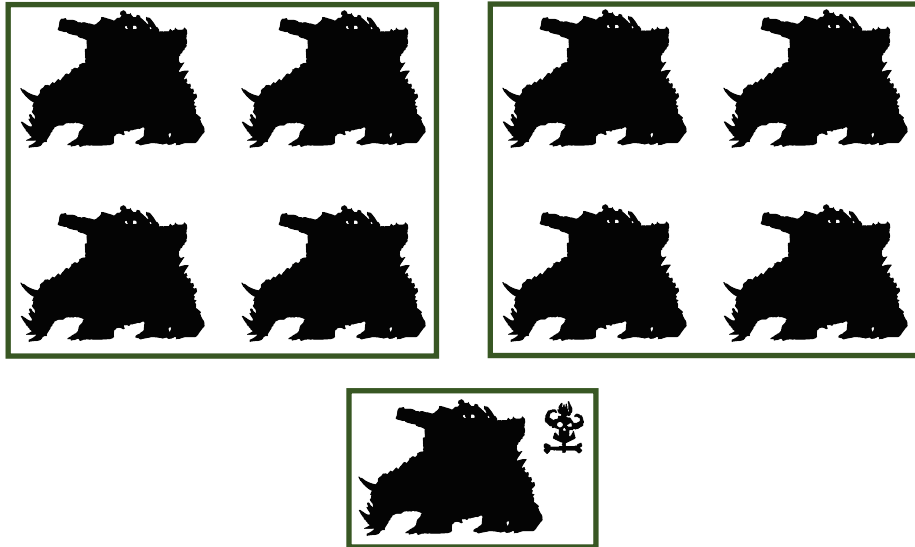
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH TRANSPORT MOB TYPE 3

ONE INFANTRY WARBAND
Ten Squiggoths Type 3



450 Point Value

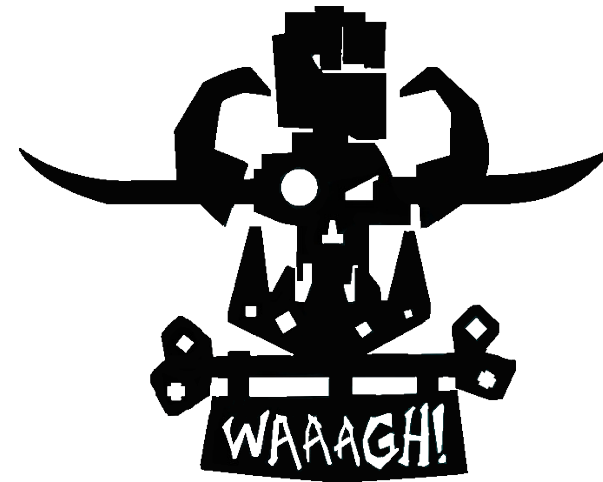


SQUIGGOTH TRANSPORT MOB TYPE 3

Break Point +4: The 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
Squiggoth Type 3	15	3+	3/-3	Kannon Anti-personnel	20/35 25	B0 2	-2 -1	[DR2],[TR4], Special



+5 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

GORKANAUT TRANSPORT MOB

ONE MEK OR BIG MEK MOB
Three Gorkanauts



300 Point Value

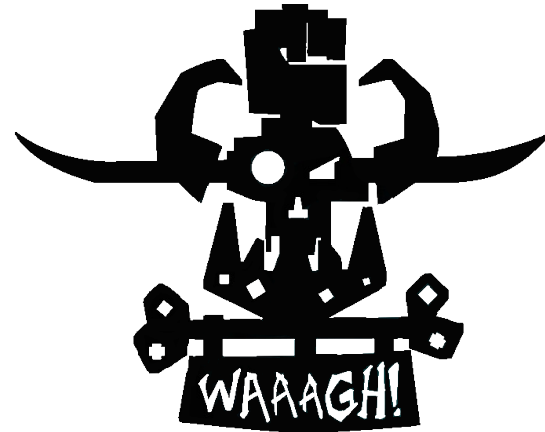


GORKANAUT TRANSPORT MOB

Break Point +1: The 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
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	



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

GORKANAUT TRANSPORT MOB

ONE COMMAND MOB

Three Gorkanauts



300 Point Value

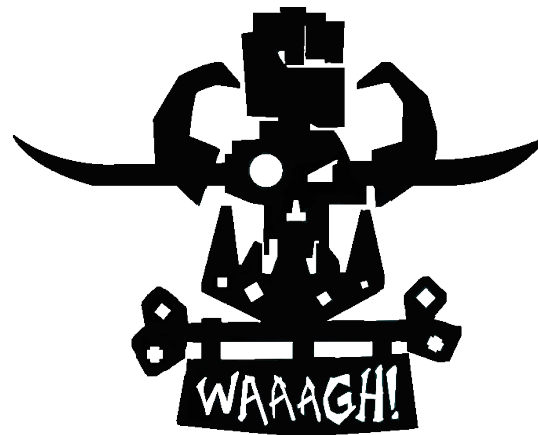


GORKANAUT TRANSPORT MOB

Break Point +1: The 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
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	



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

GORKANAUT TRANSPORT MOB

ONE EXTENDED COMMAND MOB

Six Gorkanauts



550 Point Value

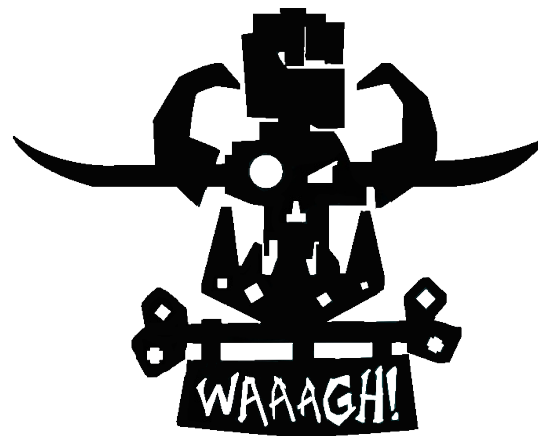


GORKANAUT TRANSPORT MOB

Break Point +2: The adds +2 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
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	



+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

MORKANAUT TRANSPORT MOB

ONE MEK OR BIG MEK MOB

Three Morkanauts



300 Point Value

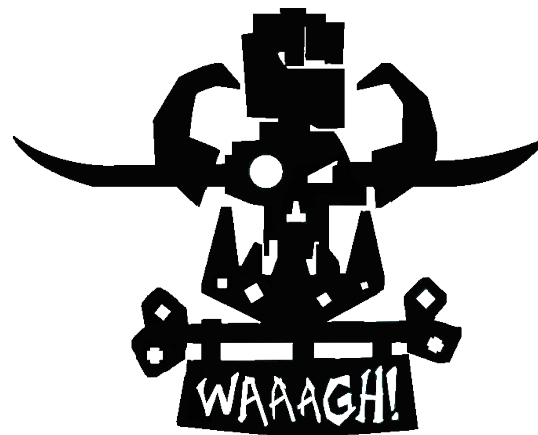


MORKANAUT TRANSPORT MOB

Break Point +1: The 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
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	



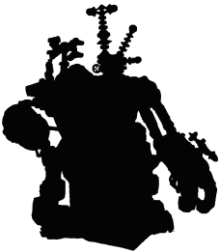
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

MORKANAUT TRANSPORT MOB

ONE COMMAND MOB
Three Morkanauts



300 Point Value

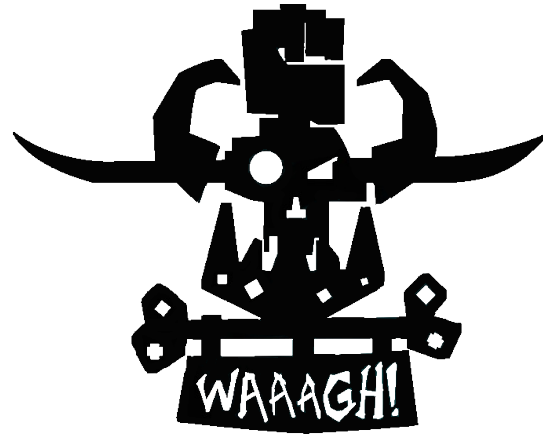


MORKANAUT TRANSPORT MOB

Break Point +1: The 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
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	



+3 Victory Points

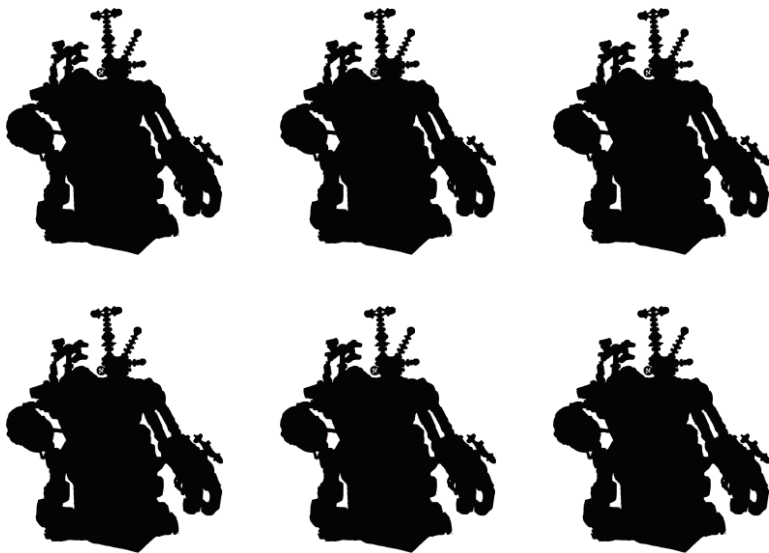
Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

MORKANAUT TRANSPORT MOB

ONE EXTENDED COMMAND MOB

Six Morkanauts



550 Point Value

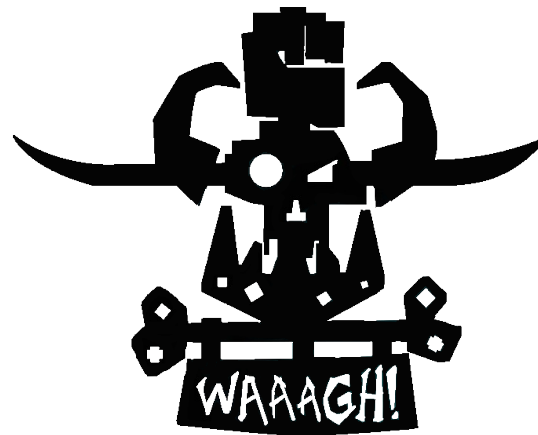


MORKANAUT TRANSPORT MOB

Break Point +2: The adds +2 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
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	



+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

'EAVY BOMMA TRANSPORT MOB

ONE BOYZ MOB
Two 'Eavy Bommas



300 Point Value

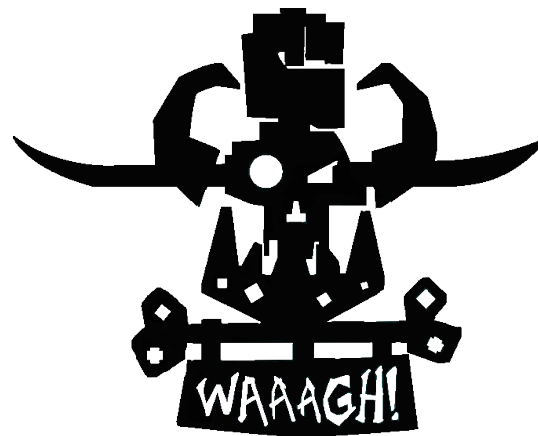


'EAVY BOMMA TRANSPORT MOB

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
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 3 VP

Your opponent gains 2 VPs when this Mob is broken

TRANSPORT POOL

'EAVY BOMMA TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB

Two 'Eavy Bommias



300 Point Value

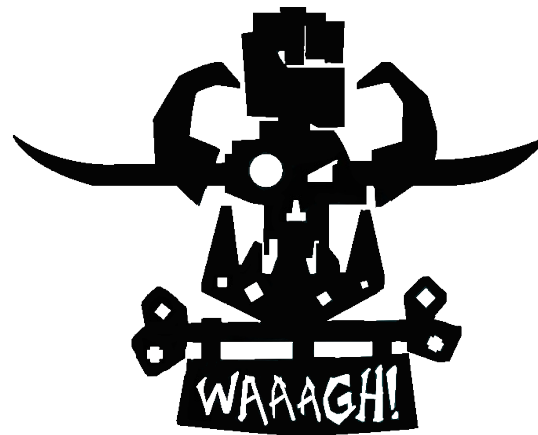


'EAVY BOMMA TRANSPORT MOB

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
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 3 VP

Your opponent gains 2 VPs when this Mob is broken

TRANSPORT POOL

'EAVY BOMMA TRANSPORT MOB

ONE INFANTRY WARBAND

Five 'Eavy Bommas



700 Point Value



'EAVY BOMMA TRANSPORT 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
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 7 VP

Your opponent gains 4 VPs when this Mob is broken

TRANSPORT POOL

BLASTA BOMMA TRANSPORT MOB

ONE BOYZ MOB Three Blasta Bommas



450 Point Value

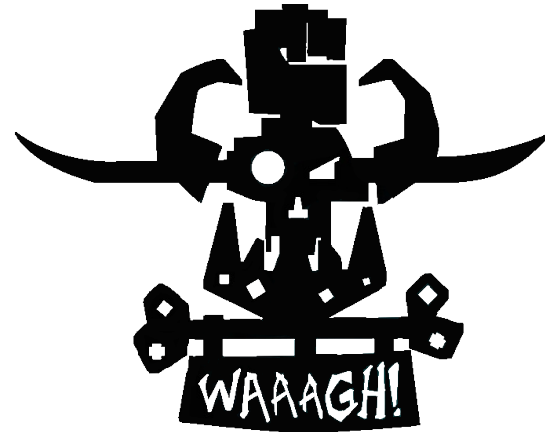


BLASTA BOMMA TRANSPORT MOB

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
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 3 VPs when this Mob is broken

TRANSPORT POOL

BLASTA BOMMA TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
Two Blasta Bommas



300 Point Value

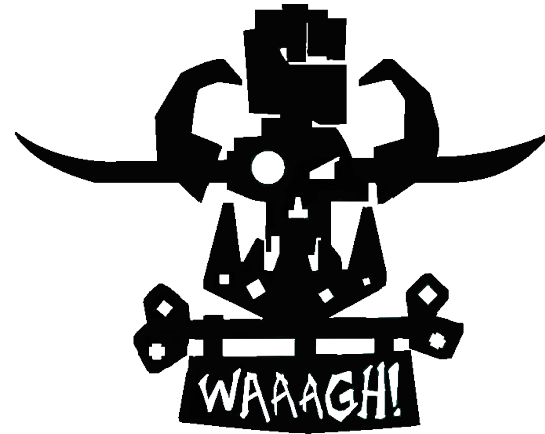


BLASTA BOMMA TRANSPORT MOB

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
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 3 VP

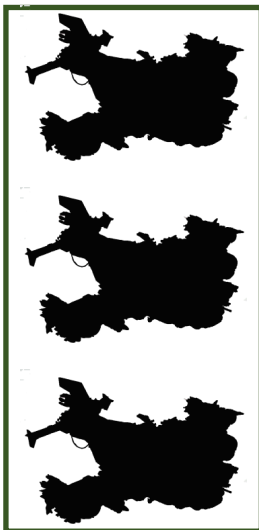
Your opponent gains 2 VPs when this Mob is broken

TRANSPORT POOL

BLASTA BOMMA TRANSPORT MOB

ONE INFANTRY WARBAND

Seven Blasta Bommis



1000 Point Value

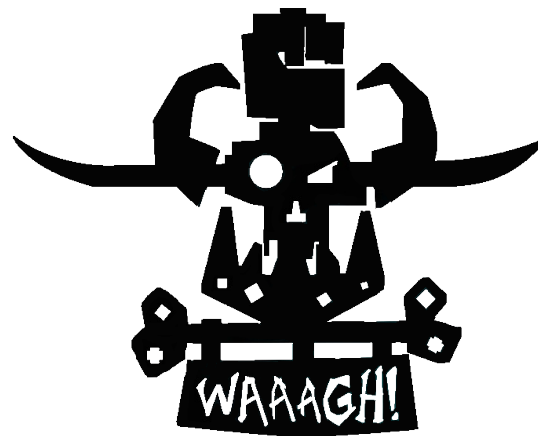


BLASTA BOMMA TRANSPORT MOB

Break Point 3: The Mob is broken if it has lost 3 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
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	



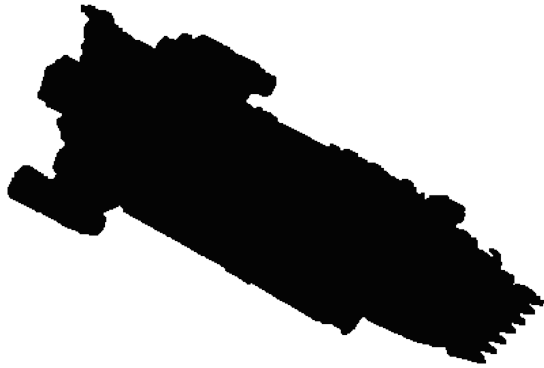
Victory Points 10 VP

Your opponent gains 5 VPs when this Mob is broken

TRANSPORT POOL

LANDA TRANSPORT MOB

ONE BOYZ MOB
One Landas



100 Point Value

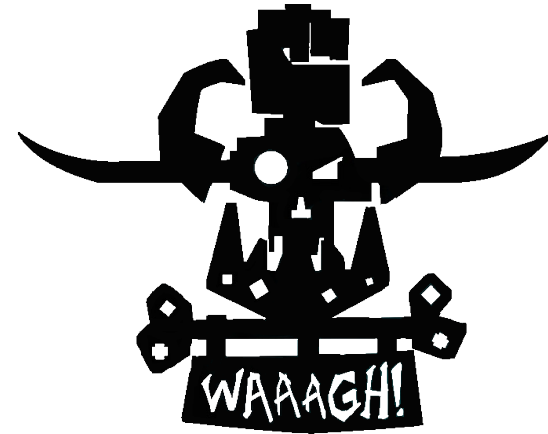


LANDA TRANSPORT MOB

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
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 1 VP

Your opponent gains 1 VPs when this Mob is broken

TRANSPORT POOL

LANDA TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
One Landas



100 Point Value



LANDA TRANSPORT 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
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 1 VP

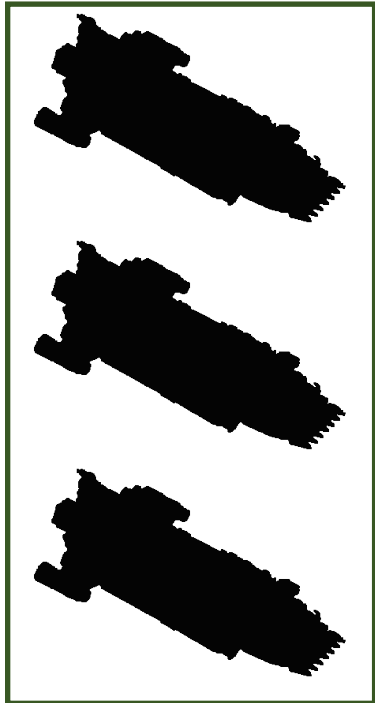
Your opponent gains 1 VPs when this Mob is broken

TRANSPORT POOL

LANDA TRANSPORT MOB

ONE INFANTRY WARBAND

3 Landas and 1 'Eavy Bomma or Blasta Bomma



400 Point Value



LANDA TRANSPORT 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
Landa	[F]	2+	3/-1	Rokkits	25	2	-2	[DR3],[TR16], Special
				Anti-personnel	25	6	-1	
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	
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 4 VP

Your opponent gains 2 VPs when this Mob is broken

TRANSPORT POOL

MEGA BOMMA TRANSPORT MOB

ONE BOYZ MOB
One Mega Bomma



200 Point Value



MEGA BOMMA TRANSPORT 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 Bomma	[F]	5+	5/-1	Flacka Gunz [AA]	25/50	2x2T11	-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 1 VPs when this Mob is broken

TRANSPORT POOL

MEGA BOMMA TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
One Mega Bomma



200 Point Value

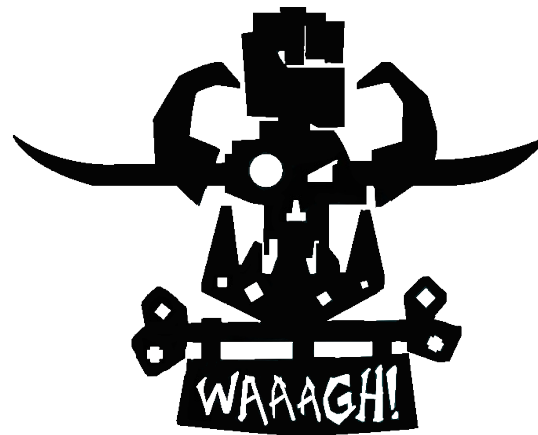


MEGA BOMMA TRANSPORT MOB

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 Bomma	[F]	5+	5/-1	Flacka Gunz [AA]	25/50	2x2T11	-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

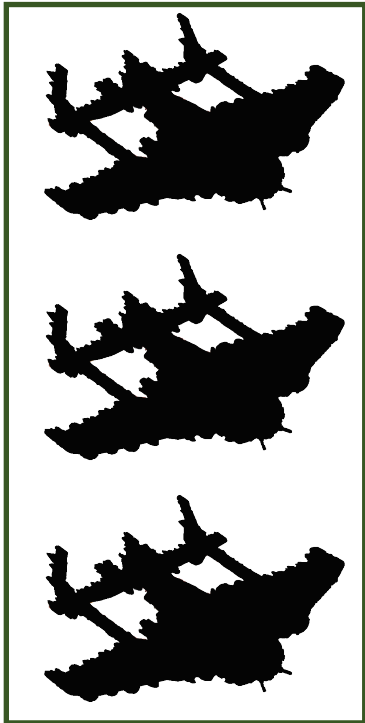
Your opponent gains 1 VPs when this Mob is broken

TRANSPORT POOL

MEGA BOMMA TRANSPORT MOB

ONE INFANTRY WARBAND

3 Mega Bommas and 1 'Eavy Bomma or Blasta Bomma



800 Point Value

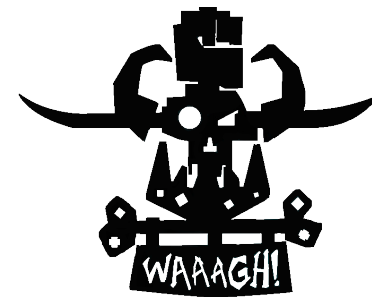


MEGA BOMMA TRANSPORT MOB

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 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	
Blasta bomma	[F]	6+	3/-1	Anti-personnel	25	13	-1	[DR3],[TR6], Special
				Death Arsenal	30/60	1-10TL	-3	
				Supa Rokkits	35/70	1	-2	
'Eavy bomma	[F]	6+	3/-1	Anti-personnel	25	10	-1	[DR3],[TR8], Special
				Grot Bombs	35/70	B2	-2	
				Boom Bombs	0	2xB2	-2	



Victory Points 8 VP

Your opponent gains 4 VPs when this Mob is broken