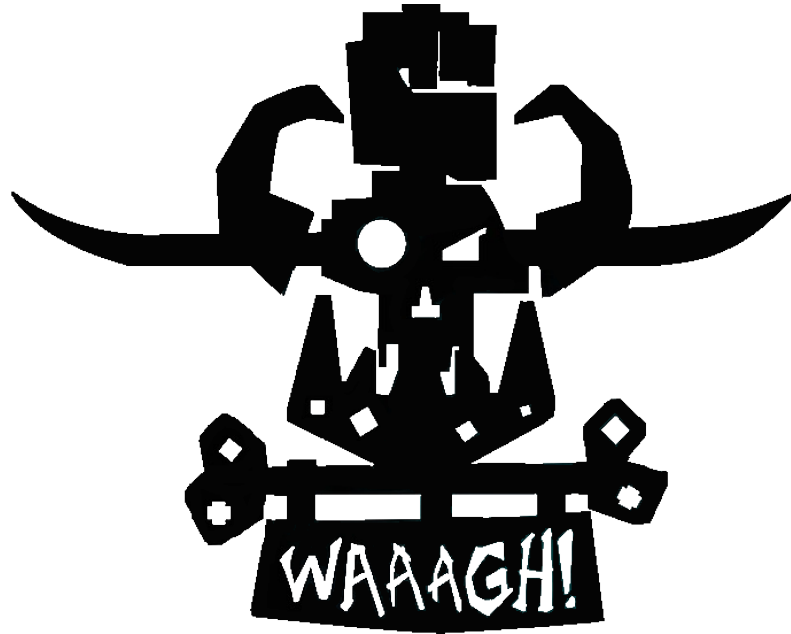




ORKS



COMPANY CARDS
MKV



ORK TRAITS

GENERAL TRAITS



The Orks possess the following traits:

1. The faction value is 300.
2. To-hit value for Orks is 8+ for ranged attacks and 6+ for close combat attacks.
3. To-hit value for Gretchen (sub-species of Orks) is 7+ for ranged attacks and 8+ for close combat attacks.



This symbol means the element is a level 1 commander [HQ1] for that **formation/detachment** (mainly used in non infantry formations).



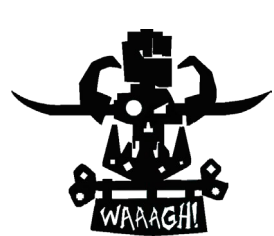
This symbol means the element is a level 2 **company commander** [HQ2] for that **Company Card** (mainly used in non infantry formations).

SPECIFIC TRAITS



The Orks have the following Specific Traits:

1. Any ork element with the Anti-personnel [AP] weapon trait, also gains the Assault [A] weapons trait to that specific weapon.
2. **Slow:** All Ork infantry elements receive a -5cms penalty to their total charge moves. This does not apply to infantry with jump packs or teleport ability.
3. **Front Facing Armor:** Ork Vehicle elements and Gargants receive a -2 penalty to the armor save instead of the standard -1.
4. **Open Top Vehicles [OT]:** This trait allows infantry elements transported by the vehicle to engage in ranged fire as well. Up to TWO infantry elements may fire per vehicle element in addition to the vehicles normal ranged fire.
5. **Dakka:** Ork ranged weapons are notorious for their unpredictability. Ranging from incredible to downright catastrophic. Therefore, follow this procedure anytime an ork FORMATION fires ranged weapons:
 1. Roll all the Ork formations attack dice as per standard rules.
 2. Once all dice are rolled BEFORE adjudicating hits, count the number of natural 1's and 10's.
 3. When the amount of natural 10's is GREATER than the amount of natural 1's, the Ork player can REROLL the natural 1's and the second result stands (i.e. the Ork player rolls 10 dice for his formation, he rolls 2 natural 1's, but 4 natural 10's. Since the natural 10's than natural 1's he can reroll BOTH the natural ones).
 4. When the amount of natural 10's is LESS than the amount of natural 1's, the formation must make an IMMEDIATE morale check. If it fails, the check that formation is now SUPPRESSED as some of its weapon explode! (i.e. the Ork Player rolls 10 dice for his formation, he rolls 4 natural 1's and only 1 natural 10. Since the natural 1's are greater than the natural 10's the ork play must make an immediate morale check for the formation that fired).



BAD MOONZ



The Bad Moons have the following Instinctual Behaviors:

1. If there are targets within weapons range of Bad Moons formation they are treated as if they had FIRST FIRE orders. They may NOT move and will shoot at the closest opposing formation in range.
2. If there are NO targets within weapons range of the Bad Moons formation they are treated as if they had ADVANCE orders. They will move towards the closest opposing formation and fire at it.
3. Waargh Energy Level: If the Waargh Energy level for that turn is “WAARGH!” or higher (modified rolls of 8+). In this case all Ban Moons elements gain a +1 bonus to ranged weapon IF they DO NOT move. Note this regardless of orders, if they remain stationery they get the bonus. (i.e. Bad Moons on advance orders get +1 to hit if they forego movement.).



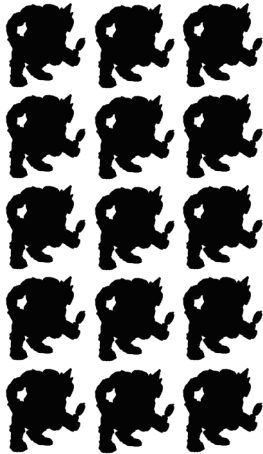
BADMOONZ BOYZ WARBAND

The Warband consists of 1 command mob of 1 Warboss stand, 2 Mega Nobz stands, 2 Shoota Boyz mob each with 1 Nobz stand and 15 Shoota Boyz stands.

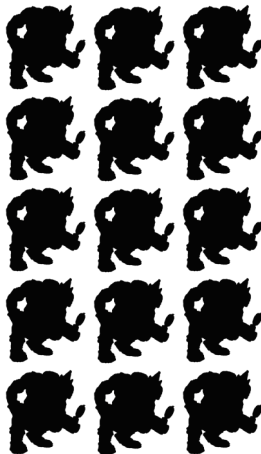
Command Mob



Shoota Noyz Mob



Shoota Noyz Mob



700 Point Value

BADMOONZ BOYZ WARBAND

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TS M	Notes
Warboss	30	3[5]+	4/-2	Kustom Kombi Shoota [A] Power Claw [B]	25 -	4 -	-2 -	[HQ2], [R]
Mega Nobz	10	3[5]+	2/-3	Kombi Shoota [A] Power Claws [B]	25 -	3 -	-2 -	[HQ1], [R]
Nobz	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]
Shoota Boyz	10	10+	1/0	Shootas [A]	20	2	0	



7 Victory Points

Your opponent gains 4 VPs when this Company is broken

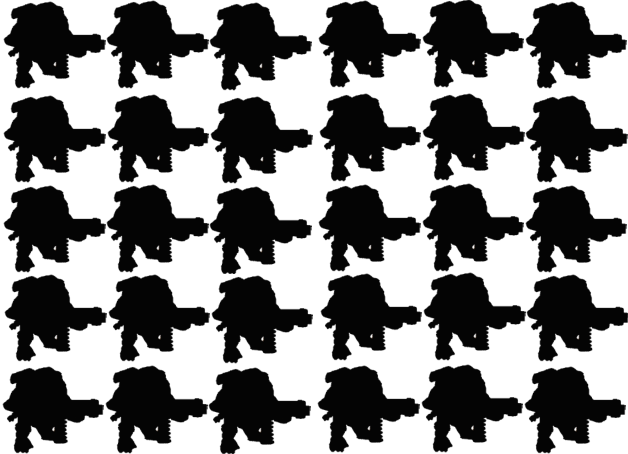
BADMOONZ 'ARD BOYZ WARBAND

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

Command Mob



Shoota 'Ard Boyz Mob



Shoota 'Ard Boyz Mob





900 Point Value



BADMOONZ 'ARD BOYZ WARBAND

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TS M	Notes
Warboss	30	3[5]+	4/-2	Kustom Kombi Shoota [A] Power Claw [B]	25 -	4 -	-2 -	[HQ2], [R]
Mega Nobz	10	3[5]+	2/-3	Kombi Shoota [A] Power Claws [B]	25 -	3 -	-2 -	[HQ1], [R]
Shoota 'ard Boyz	10	8+	1/0	Shootas [A]	20	2	0	

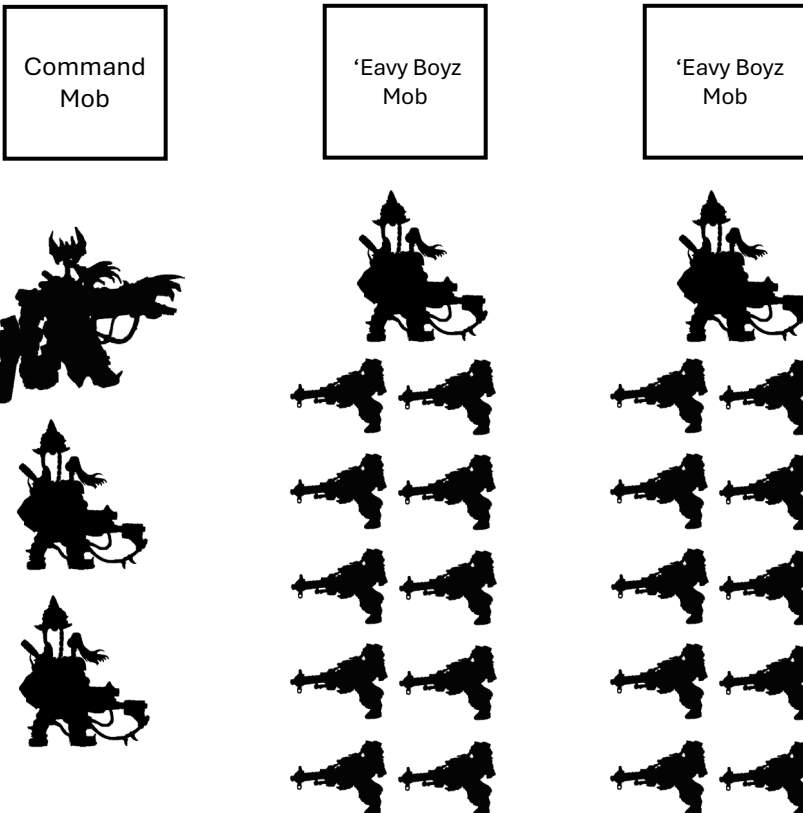


9 Victory Points

Your opponent gains 5 VPs when this Company is broken

BADMOONZ DAKKA WARBAND

The Warband consists of one command mob of 1 Warboss stand and 2 Nobz stands, 2 ‘Eavy Boyz mob each with 1 Nobz stand and 10 ‘Eavy Boyz stands



750 Point Value



BADMOONZ DAKKA WARBAND

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TS M	Notes
Warboss	30	3[5]+	4/-2	Kustom Kombi Shoota [A] Power Claw [B]	25 -	4 -	-2 -	[HQ2], [R]
Nobz	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]
‘Eavy Boyz	10	9+	1/0	Big Shoota [A]	20/35	4	-1	



8 Victory Points

Your opponent gains 4 VPs when this Company is broken

DEFF DREAD WARBAND

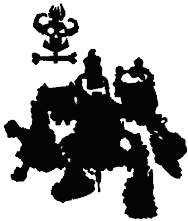
The Warband consists of one command mob of 1 Kustom Mek Dread and Three Mobs of 5 Deff Dreads

Command Mob

Mob

Mob

Mob



1100 Point Value



DEFF DREAD WARBAND

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

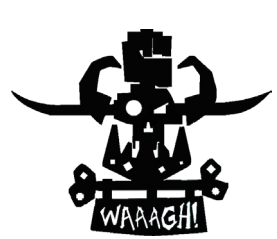
Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kustom Mek Dread	15	2[4]+	4/-3	Big Zzappa	25/50	1	-2	[MK], Special
				Rokkit Bommz [AY,B]	25/50	1	-1	
				Shootas [AP,A]	25	2	0	
Deff Dread	15	3+	3/-3	Kustom Megablaster [A]	25	2	-2	
				Shootas [AP,A]	25	2	0	
				Burnas [AP,A,FW]	10	2	0	
				Power Claw [B]	-	-	-	



11 Victory Points

Your opponent gains 6 VPs when this Company is broken



BLOOD AXES



The Blood Axes have the following Instinctual Behaviors:

1. Blood Axe formations will be treated as having ADVANCE orders.
2. If the Ork player is behind in VP total versus his opponent, Blood Axe formations will advance move towards the closest table edge and ONLY fire on opposing formations within 25cms in the Advance fire phase.
3. Once a Blood Axe formation reaches a table edge under instinctual behavior orders they will remain within 25cms of that table edge and continue Advance orders.
4. If the Ork player is ahead of his opponent in VP total, the blood axe formation will move towards the closest objective on Advance orders.
5. Once the objective is secured, if the Ork player still has the lead in VP totals the Ork player may move to the next closest objective.
6. Blood Axes receive no additional boons when Waargh Energy is at WAARGH! Level or higher.



BLOOD AXE KOMMANDO
WARBAND

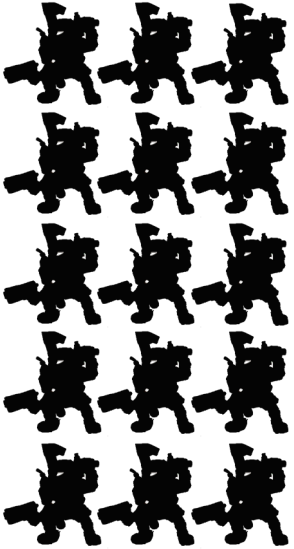
The Warband consists of one command mob of 1 Warboss stand and 2 Kaptain stands, Two Kommando mobs of 1 Kaptain stand and 15 Kommando stands.

Command Mob



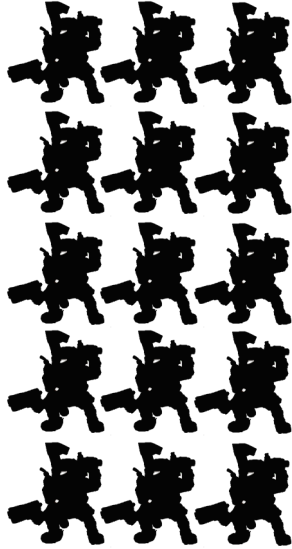


Kommando Mob



800 Point Value

Kommando Mob





BLOOD AXE KOMMANDO
WARBAND

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss	30	3[5]+	4/-2	Kustom Kombi Shoota [A] Power Claw [B]	25 -	4 -	-2 -	[HQ2],[R],[IF],[SH],[AG]
Kaptain	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1],[R],[IF],[SH],[AG]
Kommandos	10	10+	2/0	Shoota [A]	20	1	0	[IF],[SH],[AG]

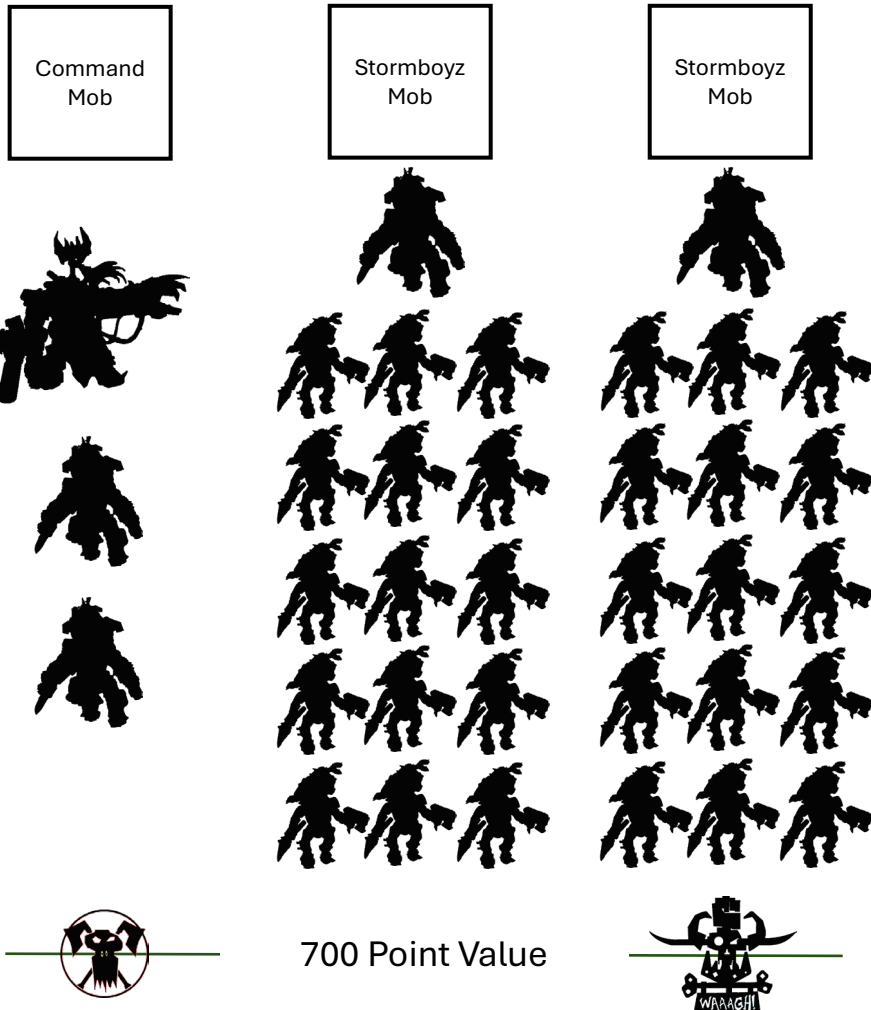


8 Victory Points

Your opponent gains 4 VPs when this Company is broken

BLOOD AXE STORMBOYZ WARBAND

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



BLOOD AXE STORMBOYZ WARBAND

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

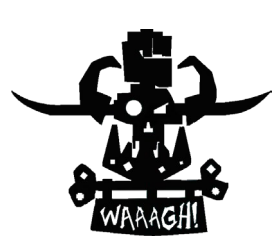
Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss	30[J]	3[5]+	4/-2	Kustom Kombi Shoota [A] Power Claw [B]	25 -	4 -	-2 -	[HQ2],[R], Special
Nobz	10[J]	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1],[R], Special
Stormboyz	10[J]	10+	2/-1	Melee Weapons	-	-	-	Special



7 Victory Points

Your opponent gains 4 VPs when this Company is broken



DEATHSKULLS



The Deathskulls have the following Instinctual Behaviors:

1. Deathskull formations will be treated as having ADVANCE orders.
2. When on instinctual behavior they will advance move to the closest objective OR super heavy vehicle OR Titan class element (players choice if multiple in the same range).
3. Once the formation arrives at an objective/super heavy vehicle or titan it will then remain stationary and be treated as having FIRST FIRE orders.
4. Waargh Energy Level: If the Waargh Energy level for that turn is "WAAAGH!" or higher (modified rolls of 8+). In this case all Deathskull elements gain a +5cms to their advance movement.



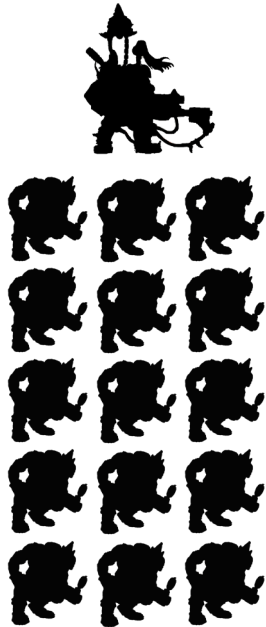
DEATHSKULLS BOYZ WARBAND

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

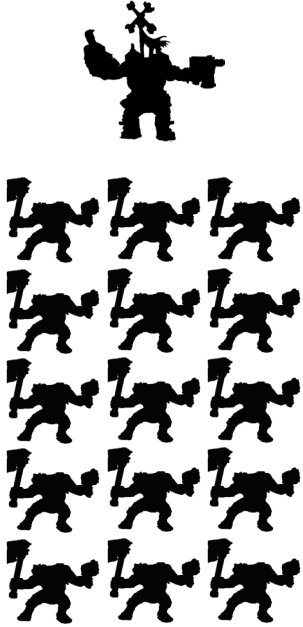
Command Mob



Shoota Boyz Mob



Shoota Boyz Mob



600 Point Value

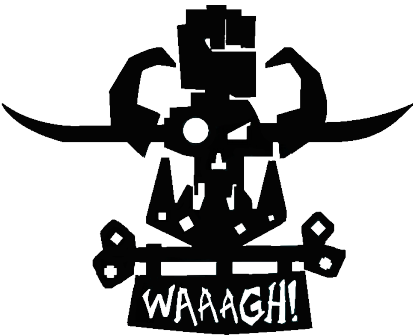


DEATHSKULL BOYZ WARBAND

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TS M	Notes
Warboss	30	3[5]+	4/-2	Kustom Kombi Shoota [A] Power Claw [B]	25 - -	4 - -	-2 - -	[HQ2], [R]
Nobz	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]
Shoota Boyz	10	10+	1/0	Shootas [A]	20	2	0	
Choppa Boyz	10	10+	2/-1	Choppas	-	-	-	

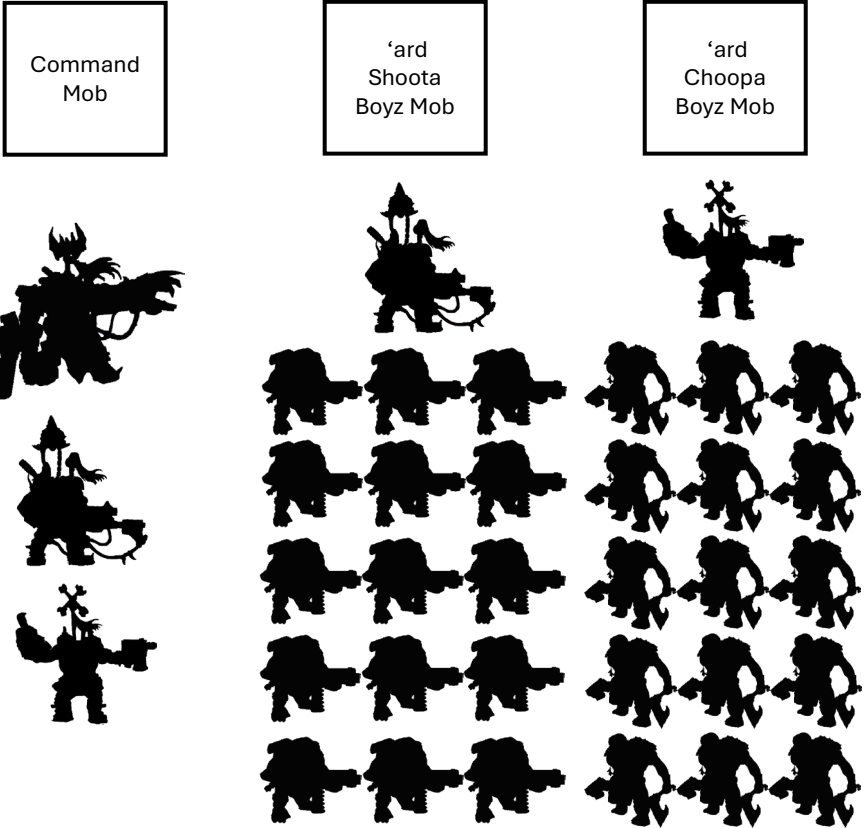


6 Victory Points

Your opponent gains 3 VPs when this Company is broken

DEATHSKULL 'ARD BOYZ WARBAND

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



750 Point Value

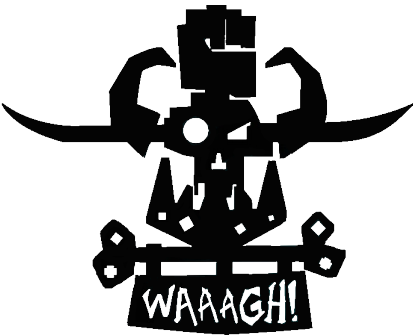


DEATHSKULL 'ARD BOYZ WARBAND

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TS M	Notes
Warboss	30	3[5]+	4/-2	Kustom Kombi Shoota [A] Power Claw [B]	25 - -	4 - -	-2 - -	[HQ2], [R]
Nobz	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]
Shoota 'ard Boyz	10	8+	1/0	Shootas [A]	20	2	0	
Choppa 'ard Boyz	10	8+	2/-1	Choppas	-	-	-	



8 Victory Points

Your opponent gains 4 VPs when this Company is broken

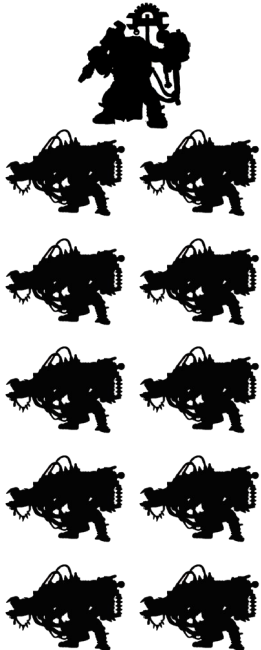
DEATHSKULL LOOTA KREW WARBAND

The Warband consists of one command mob of 1 Big Mek stand and 5 Lootas stands, 2 Loota Mobs each with 1 Mek stand and 10 Lootas stands

Command Mob



Lootas Mob



850 Point Value

Lootas Mob



DEATHSKULL LOOTA KREW WARBAND

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TS M	Notes
Big Mek	10	5[7]+	3/-1	Kustom Shoota [A]	25	3	-2	[HQ2], [MK]
Mek	10	[9]+	2/-1	Rokkits [A]	25	1	-2	[HQ1], [MK]
Lootas	10	10+	1/0	Deffguns	25/50	3	-2	

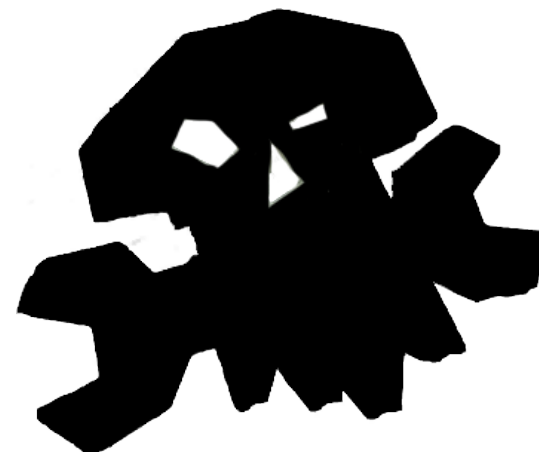
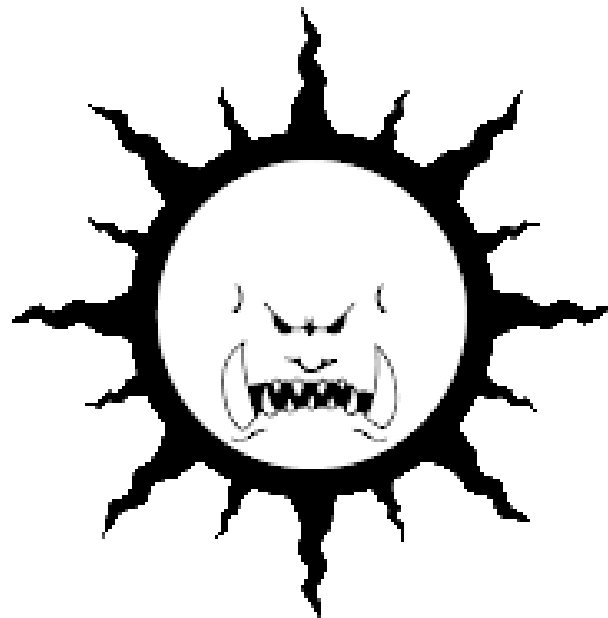


9 Victory Points

Your opponent gains 5 VPs when this Company is broken



EVIL SUNZ AND RENEGADE MEKBOYZ



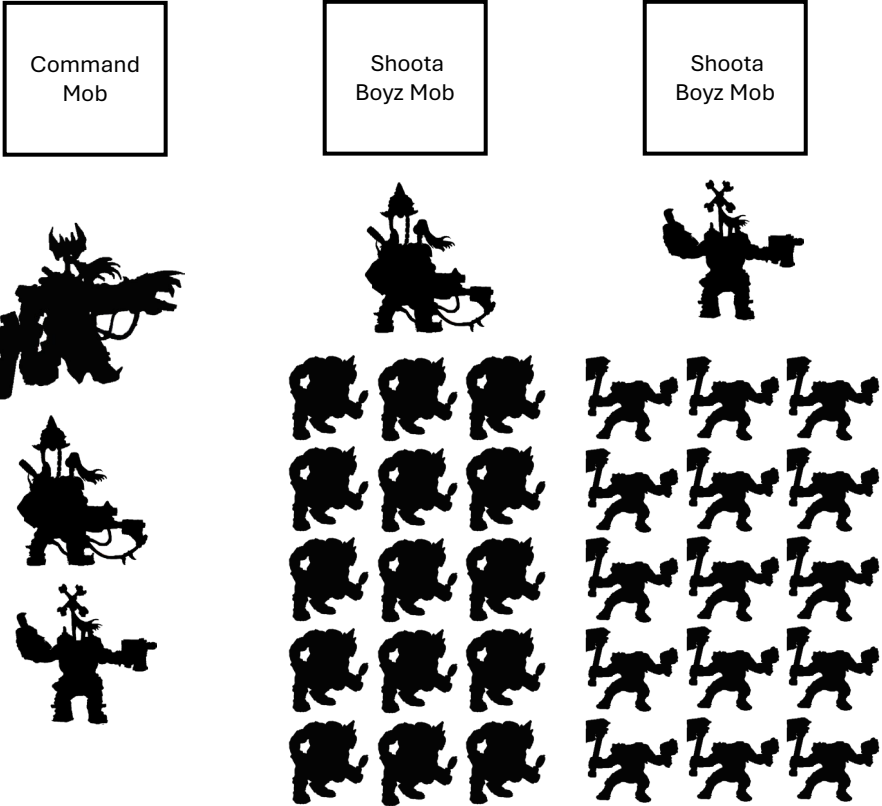
The Evil Sunz/Renegade Mekboys have the following Instinctual Behaviors:

1. Evil Sunz/Renegade Mekboy formations will be treated as having CHARGE orders.
2. They can otherwise act normally according to the Ork players' wishes if they are on CHARGE orders. However, they **MUST** move **AT LEAST** at their base move or **GREATER**.
3. Waargh Energy Level: If the Waargh Energy level for that turn is "WAARGH!" or higher (modified rolls of 8+). In this case all Evil Sunz/Renegade Mekboy elements ignore the to-hit penalty for ranged attacks when on CHARGE orders.



EVIL SUNZ BOYZ WARBAND

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



600 Point Value

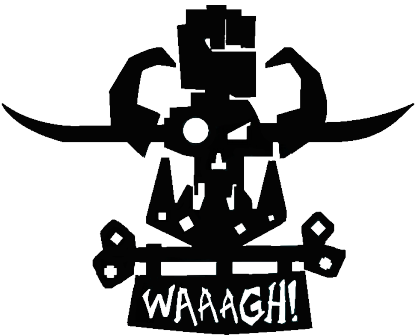


EVIL SUNZ BOYZ WARBAND

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TS M	Notes
Warboss	30	3[5]+	4/-2	Kustom Kombi Shoota [A] Power Claw [B]	25 - -	4 - -	-2 - -	[HQ2], [R]
Nobz	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]
Shoota Boyz	10	10+	1/0	Shootas [A]	20	2	0	
Choppa Boyz	10	10+	2/-1	Choppas	-	-	-	

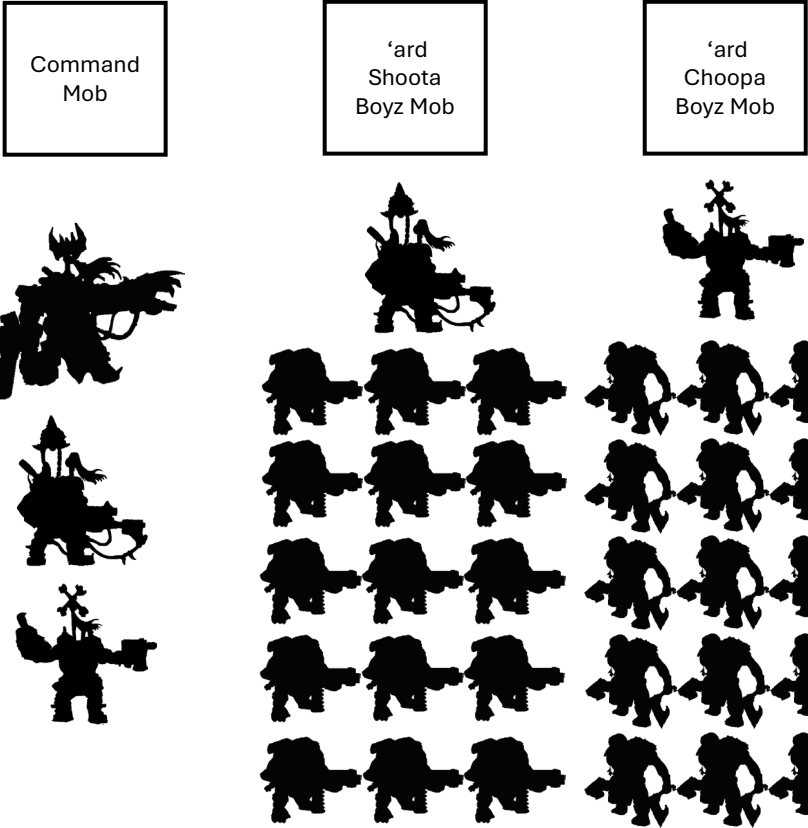


6 Victory Points

Your opponent gains 3 VPs when this Company is broken

EVIL SUNZ 'ARD BOYZ WARBAND

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



750 Point Value

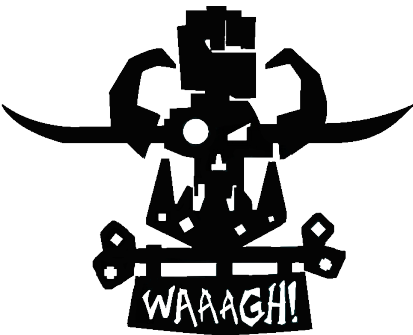


EVIL SUNZ 'ARD BOYZ WARBAND

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TS M	Notes
Warboss	30	3[5]+	4/-2	Kustom Kombi Shoota [A] Power Claw [B]	25 - -	4 - -	-2 - -	[HQ2], [R]
Nobz	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]
Shoota 'ard Boyz	10	8+	1/0	Shootas [A]	20	2	0	
Choppa 'ard Boyz	10	8+	2/-1	Choppas	-	-	-	



7 Victory Points

Your opponent gains 4 VPs when this Company is broken

EVIL SUNZ BIKERBOYZ WARBAND

The Warband consists of one command mob of 1 Warboss Warbike command and 3 Mobs of 1 Nobz Warbike and 5 Bikerboyz

Command Mob



Bikerboyz Mob







Bikerboyz Mob







Bikerboyz Mob









500 Point Value

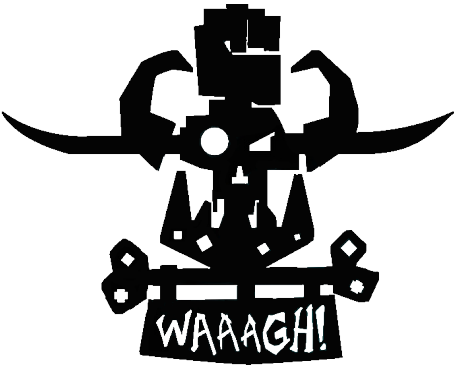


EVIL SUNZ BIKERBOYZ WARBAND

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss on Warbike	30	3+	4/-2	Kustom Kombi Shoota [A] Shootas [AP, A]	25 25	4 2	-2 0	[HQ2], [R]
Nobz, Warbikes	30	5+	3/-2	Shootas [AP, A]	25	2	0	[HQ1]
Bikerboyz	30	7+	2/-1	Shootas [AP,A]	25	1	0	

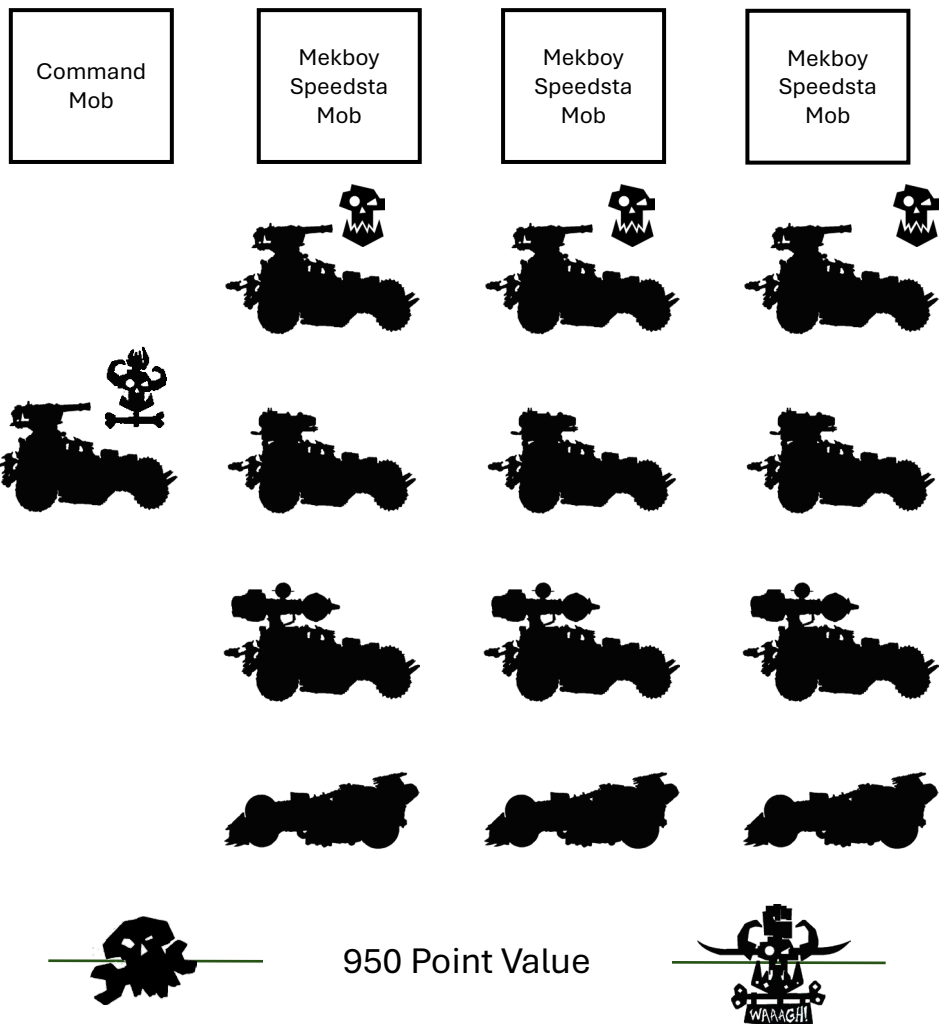


5 Victory Points

Your opponent gains 3 VPs when this Company is broken

RENEGADE MEKBOY WARBAND A

The Warband consists of one command mob of 1 Mekboy Kannon Speedsta, 3 Mekboy Speedsta Mobs each with 1 Mekboy Boostablasta, 1 Mekboy Bubble Chukka, 1 Mekboy Kannon Speedstas and 1 Mekboy Dragsta.

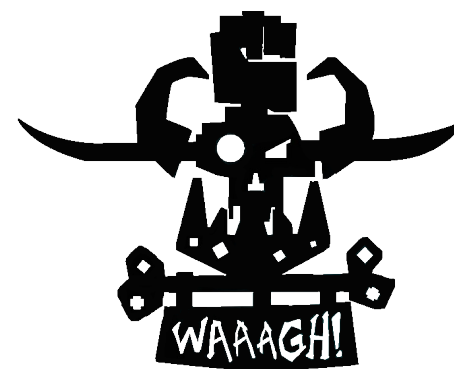


RENEGADE MEKBOY WARBAND A

Break Point 5: The Warband is broken if it has lost 5 models. Once the Warband is broken each Mob must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TS M	Notes
Mekboy Boostablasta Speedsta	30	4+	2/-1	Rivet Gun [A] Shootas [AP,A] Skorchas [FW]	20/35 25 10	2 3 3	-2 0 0	[TR1], Special
Mekboy Bubble Chukka Speedsta	25	4+	2/-1	Bubble Chukka [B,TL2] Rokkits [A] Shootas [AP,A]	20/35 25 25	2 1 2	-1 -2 0	[TR1], Special
Mekboy Kannon Speedsta	25	4+	2/-1	Giga Shoota Shootas [AP,A]	25/50 25	1-10 1	-1 0	[TR1], Special
Mekboy Dragsta	30	4+	2/-1	Rokkits [A] Shootas [AP,A]	25 25	1 2	-2 0	[TR1], Special

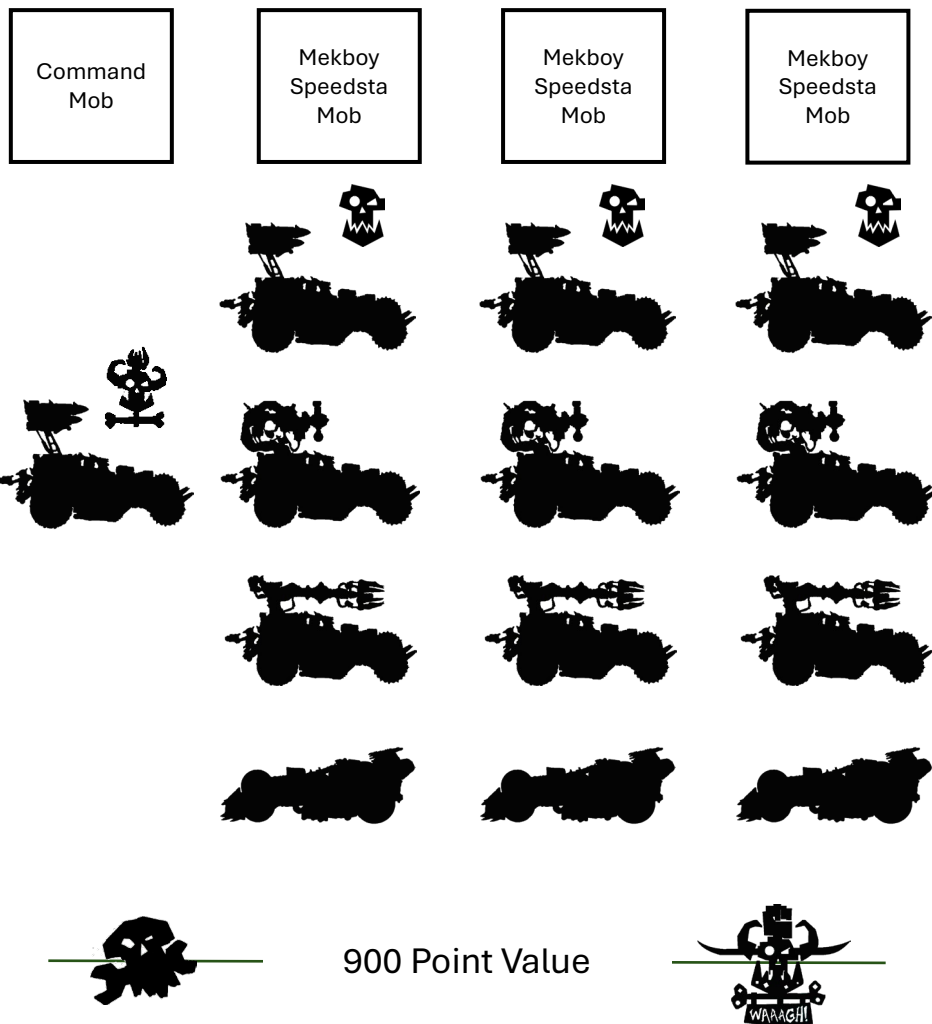


10 Victory Points

Your opponent gains 5 VPs when this Company is broken

RENEGADE MEKBOY WARBAND B

The Warband consists of one command mob of 1 Mekboy Rokkit Speedsta ,3 Mekboy Speedsta Mobs each with 1 Mekboy Rokkit, 1 Mekboy Shokk speedstas, 1 Mekboy Lifta-Droppa Wagon and 1 Mekboy Dragsta.

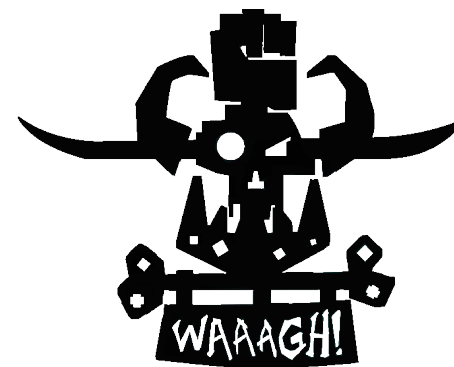


RENEGADE MEKBOY WARBAND B

Break Point 5: The Warband is broken if it has lost 5 models. Once the Warband is broken each Mob must take a Morale check.

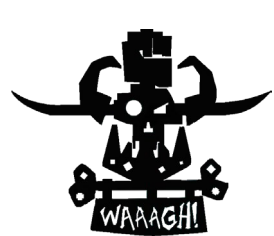
Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TS M	Notes
Mekboy Rokkit Speedsta	25	4+	2/-1	Grot Bombs [AY,B2] Rokkits [A] Shootas [AP,A]	35/70 25 25	1 1 2	-2 -2 0	[TR1], Special
Mekboy Shokk Speedsta	25	4+	2/-1	Shokk Attack Gun [B2] Rokkits [A] Shootas [AP,A]	30/60 25 25	2 1 2	-2 -2 0	[TR1], Special
Mekboy Lifta-Droppa Wagon	20	2+	2/-2	Lifta-Droppa [B3] Shootas [AP,A]	35/70 25	1 1	-3 0	[TR1], Special
Mekboy Dragsta	30	4+	2/-1	Rokkits [A] Shootas [AP,A]	25 25	1 2	-2 0	[TR1], Special



9 Victory Points

Your opponent gains 5 VPs when this Company is broken



FREEBOOTERZ



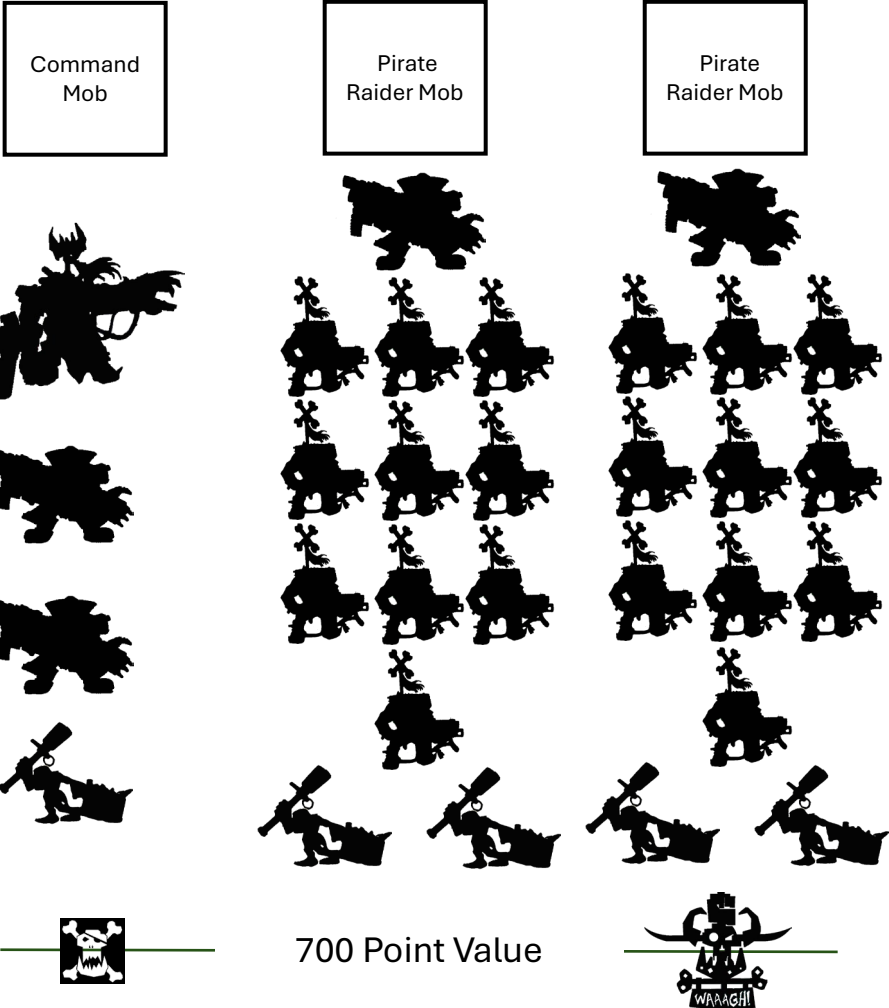
The Freebooterz have the following Instinctual Behaviors:

1. Freebooterz formations can be given any order.
2. Freebooterz formations gain a +1 bonus to morale and reserve rolls.
3. When there are 2 or more Freebooterz formations on the tabletop, the bonus to morale is ignored. However, Freebooterz formations now get a +2 bonus to reserve rolls.
4. Freebooterz formations within 15cms of an objective must be given an order that permits them to move and occupy an objective (advance or charge orders).
5. When there are 2 or more Freebooterz formations on the tabletop they must now be given orders that permit them to move and occupy an objective increases to 25cms.
6. An objective successfully captured by a Freebooterz formation will earn the Ork Player -1VP less than its actual value (i.e. If an objective is worth 5VP, the Ork Player now earns 4VP instead).
7. Waargh Energy Level: If the Waargh Energy level for that turn is "WAAAGH!" or higher (modified rolls of 8+). In this case all Freebooterz formation gain +1AD for ranged fire attack if on FIRST FIRE orders.



FREEBOOTERZ PIRATE RAIDER WARBAND

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

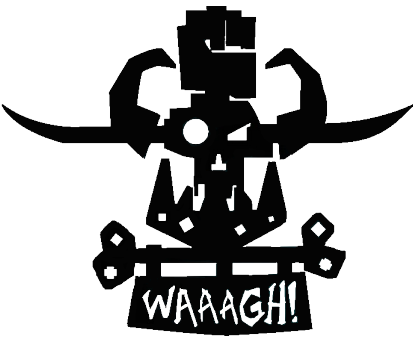


FREEBOOTERZ PIRATE RAIDER WARBAND

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

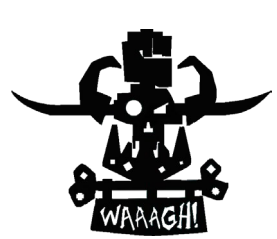
Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Freebooterz Boss Nobz	10cm	3[5]+	4/-2	Kustom Kombi Shoota [A]	25	4	-2	[HQ2], [R], [DR2]
Freebooterz Nobz	10cm	6+	2/-1	Snazzgunz [A]	25	3	-1	[HQ1], [R]
Freebooterz	10	9+	1/0	Snazzgun [A]	25	3	-1	
Ammo Runts	10	-	1/0	Grot Blasta [A]	20	1	0	Special



7 Victory Points

Your opponent gains 4 VPs when this Company is broken



GOFFS



The Goffs have the following Instinctual Behaviors:

1. Goff formations will be treated as having CHARGE orders.
2. Goff formations **MUST** charge and engage in close combat any opposing formations within their charge movement range.
3. The Ork player may purchase Bonecruncher and Gutrippa formations at a 50-point discount on its base cost.
4. Waargh Energy Level: If the Waargh Energy level for that turn is "WAARGH!" or higher (modified rolls of 8+). In this case all Goff infantry formations gain a +1 bonus to-hit in close combat.



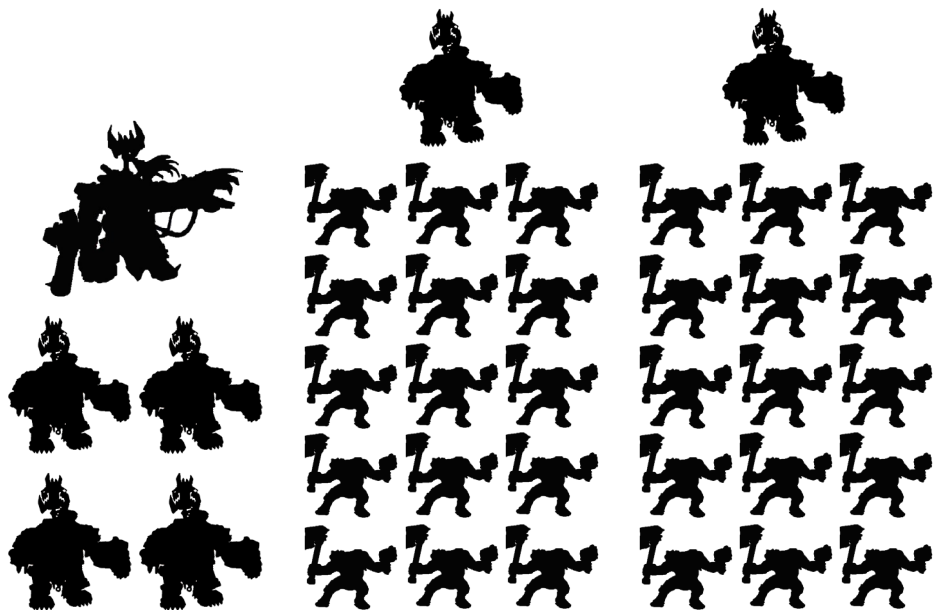
GOFFS CHOPPA BOYZ WARBAND

The Warband consists of one command mob of 1 Warboss stand and 4 CC Mega Nobz stands and 2 Choppa Boyz mob of 1 CC Mega Nobz stand and 15 Choppa Boyz stands

Command
Mob

Choppa
Mob

Choppa
Mob



900 Point Value

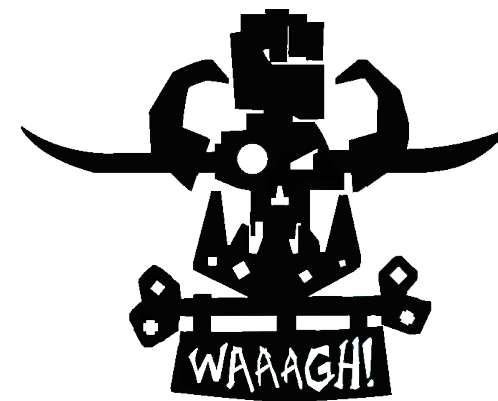


GOFFS CHOPPA BOYZ WARBAND

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss	30	3[5]+	4/-2	Kustom Kombi Shoota [A] Power Claw [B]	25 -	4 -	-2 -	[HQ2], [R]
Mega Nobz Close Combat	10	3[5]+	4/-3	Power Claws [B]	-	-	-	[HQ1], [R]
Choppa Boyz	10	10+	2/-1	Choppas	-	-	-	



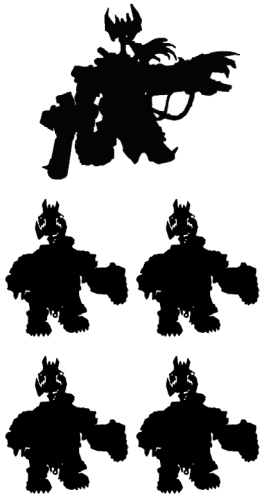
9 Victory Points

Your opponent gains 5 VPs when this Company is broken

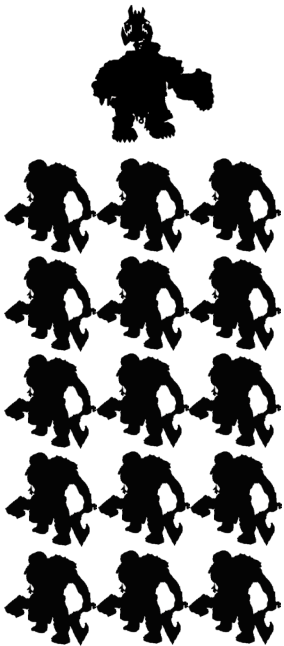
GOFFS 'ARD CHOPPA BOYZ WARBAND

The Warband consists of one command mob of 1 Warboss stand and 4 CC Mega Nobz stands and 2 'Ard Choppa Boyz mob of 1 CC Mega Nobz stand and 15 'Ard Choppa Boyz stands

Command
Mob

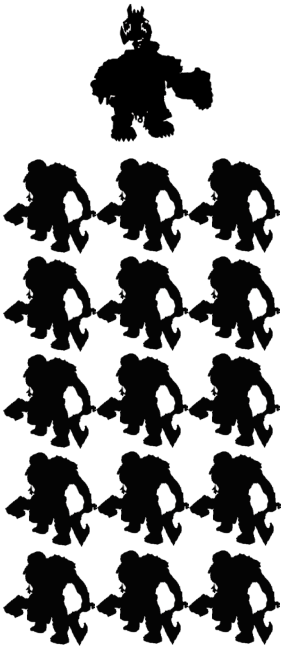


'Ard
Choppa
Mob



1000 Point Value

'Ard
Choppa
Mob

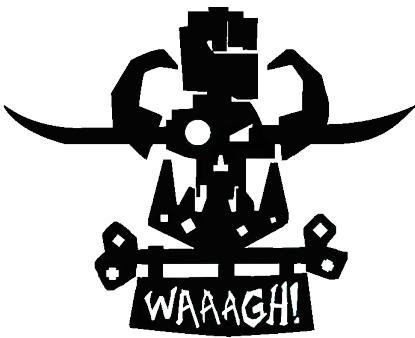


GOFFS 'ARD CHOPPA BOYZ WARBAND

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss	30	3[5]+	4/-2	Kustom Kombi Shoota [A] Power Claw [B]	25 -	4 -	-2 -	[HQ2], [R]
Mega Nobz Close Combat	10	3[5]+	4/-3	Power Claws [B]	-	-	-	[HQ1], [R]
Choppa 'ard Boyz	10	8+	2/-1	Choppas	-	-	-	



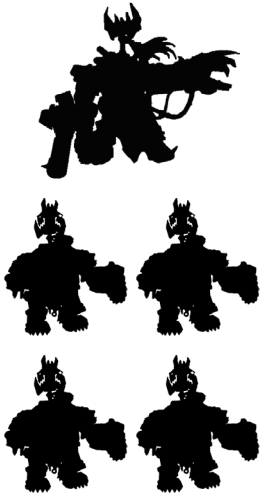
10 Victory Points

Your opponent gains 5 VPs when this Company is broken

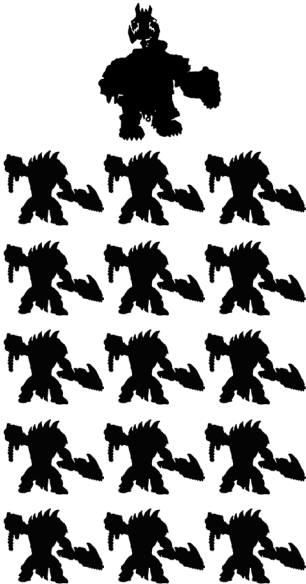
GOFFS SKAR BOYZ WARBAND

The Warband consists of one command mob of 1 Warboss stand and 4 CC Mega Nobz stands and 2 Skar Boyz mob of 1 CC Mega Nobz stand and 15 Skar Boyz stands

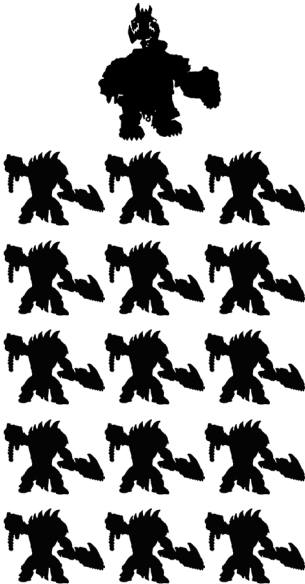
Command Mob



Skar Boyz Mob



Skar Boyz Mob



1100 Point Value

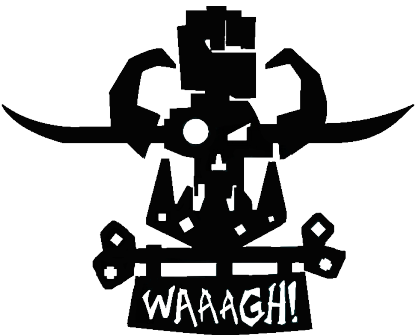


GOFFS SKAR BOYZ WARBAND

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

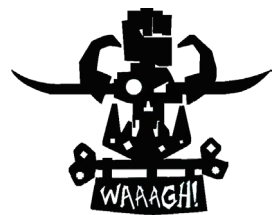
Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warboss	30	3[5]+	4/-2	Kustom Kombi Shoota [A] Power Claw [B]	25 -	4 -	-2 -	[HQ2], [R]
Mega Nobz Close Combat	10	3[5]+	4/-3	Power Claws [B]	-	-	-	[HQ1], [R]
Skar Boyz	10	7+	2/-1	Shootas [A]	20	2	0	Special



11 Victory Points

Your opponent gains 6 VPs when this Company is broken



KULT OF SPEED



The Kult of Speed has the following Instinctual Behaviors:

1. Kult of Speed formations will be treated as having CHARGE orders.
2. Kult of Speed formations MUST move their maximum move distance on charge orders in as straight a line as feasible.
3. The Kult of Speed formations MUST engage any opposing formations in the path of their move.
4. Kult of Speed formation may NOT fire ranged weapons. However, during movement every Kult of Speed formation must roll 1d10. The result indicates how many additional centimeters the formation gains in movement (i.e. a die roll result of 6, means 6cms of extra movement). On a roll of a natural 1, the formation must roll on the rough ground table and apply its result. On a roll of 9+ the Kult of Speed formation gains a +1 bonus to-hit in close combat and +1AD per element in close combat.
5. The Kult of Speed may not attach any vehicle formation with a base move of less than 20cms.
6. The Kult of Speed may not attack formations designated as walkers.
7. Waargh Energy Level: If the Waargh Energy level for that turn is "WAARGH!" or higher (modified rolls of 8+). In this case all Kult of Speed formations ignore the rolls of natural 1's on their d10 rolls for extra movement (bonus of rolls of 9+ still apply). Additionally, Kult of Speed formations can now fire ranged weapons.



KULT OF SPEED BIKERBOYZ WARBAND

The Warband consists of one command mob of 1 Warboss Warbike command and 3 Mobs of 1 Nobz Warbike and 5 Bikerboyz

Command Mob



Bikerboyz Mob








Bikerboyz Mob








Bikerboyz Mob










550 Point Value

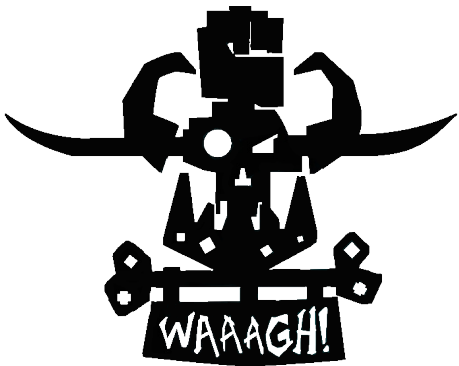


KULT OF SPEED BIKERBOYZ WARBAND

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TS M	Notes
Warboss on Warbike	30	3+	4/-2	Kustom Kombi Shoota [A] Shootas [AP, A]	25 25	4 2	-2 0	[HQ2], [R]
Nobz, Warbikes	30	5+	3/-2	Shootas [AP, A]	25	2	0	[HQ1]
Bikerboyz	30	7+	2/-1	Shootas [AP,A]	25	1	0	



6 Victory Points

Your opponent gains 3 VPs when this Company is broken

KULT OF SPEED BUGGY WARBAND

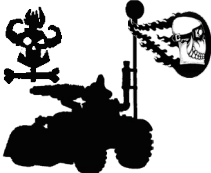
The Warband consists of one command mob of 1 Warboss Buggy, 3 Mobs of 5 Buggies.

Command Mob

Mob

Mob

Mob





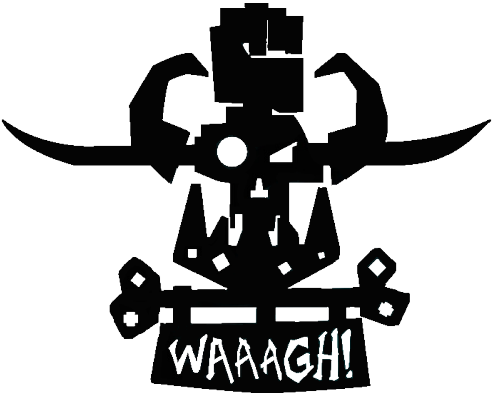
450 Point Value

KULT OF SPEED LIGHT BUGGY WARBAND

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Buggy	30	5+	1/-1	Rokkits [A]	25	1	-2	



5 Victory Points

Your opponent gains 3 VPs when this Company is broken

KULT OF SPEED LIGHT BUGGY
WARBAND

The Warband consists of one command mob of 1 Warboss Light Buggy, 3 Mobs of 5 Light Buggies.

Command Mob

Mob

Mob

Mob





450 Point Value

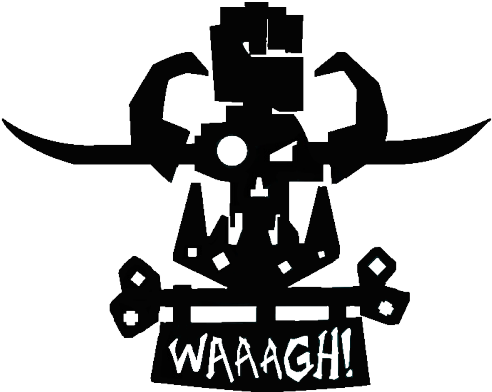


KULT OF SPEED LIGHT BUGGY
WARBAND

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Buggy, Light	30	7+	1/-1	Big Shoota [AP,A]	25	2	0	



5 Victory Points

Your opponent gains 3 VPs when this Company is broken

KULT OF SPEED DEFFKOPTA WARBAND

The Warband consists of one command mob of 1 Warboss Deffkopta A, 1 Mob of 5 Deffkopta A, 1 Mob of 5 Deffkopta B, and 1 Mob of 5 Deffkopta C.

Command Mob	Mob A	Mob B	Mob C
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500 Point Value

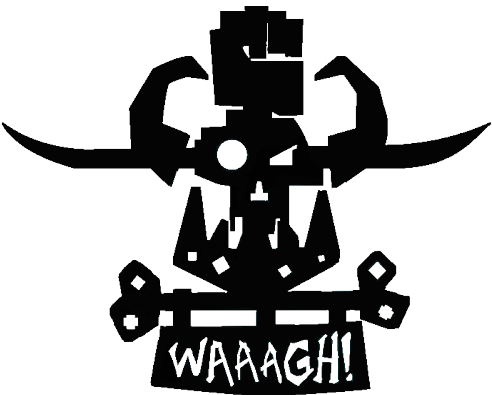


KULT OF SPEED DEFFKOPTA WARBAND

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TS M	Notes
Deffkopta A	30[K]	6+	1/-1	Shootas [AP,A]	25	2	0	[R]
Deffkopta B	30[K]	6+	1/-1	Shootas [AP,A] Rokkits [A]	25 25	1 1	0 -2	
Deffkopta C	30[K]	6+	1/-1	Kustom Megablaster [A,TL2]	25	1	-2	



5 Victory Points

Your opponent gains 3 VPs when this Company is broken



SNAKEBITES



The Snakebites have the following Instinctual Behaviors:

1. The Snakebites formations will be treated as having CHARGE orders.
2. The Snakebites formations will move towards the closest opposing INFANTRY formation OR if no opposing infantry formation is closest, select the opposing formation according to pinning class from lowest to highest (i.e. pinning class 2 [cavalry/walkers]; 3 [vehicles]; 4 [Super heavy]; 5 [titans]).
3. Waargh Energy Level: If the Waargh Energy level for that turn is “WAAAGH!” or higher (modified rolls of 8+). In this case all Snakebites infantry formations gain an invulnerable save of [9]+ or +1 to it if an invulnerable save is already present (represent special tattoos).

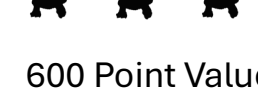


Snakebite Boyz Warband

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

Command Mob





Mob







600 Point Value



Snakebite Boyz Warband

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TS M	Notes
Snakebite Warlord	10	4+	4/-2	Shoota [A] Power Claw [B]	25 -	2 -	0 -	[HQ2]
Nobz, Snakebites	10	6+	3/-1	Twinshoota [A]	20	3	0	[HQ1], [R], Special
Snakebite Boyz	10	[10]+	2/0	Shootas [A]	20	1	0	Special

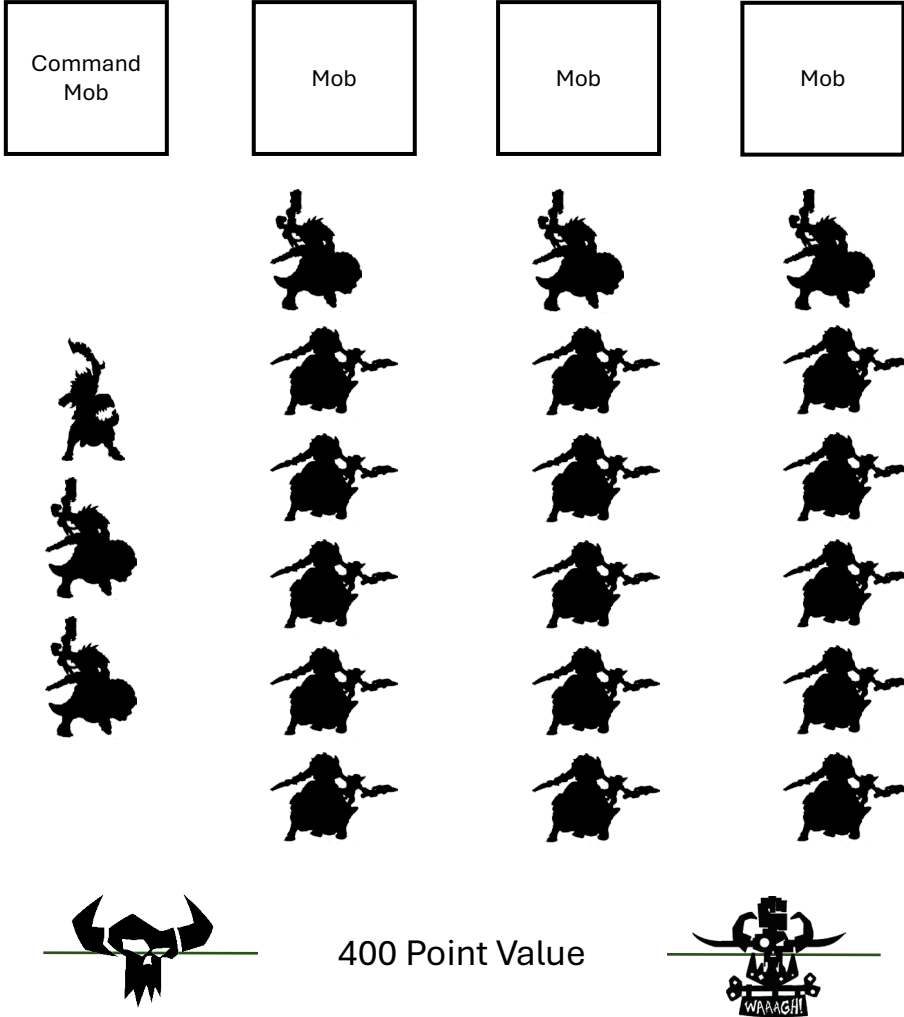


6 Victory Points

Your opponent gains 3 VPs when this Company is broken

**SNAKEBITE BOAR/SQUIG
RIDER BOYZ WARBAD**

The Warband consists of one command mob of 1 Warboss on Squigsaur stand and 2 Snakebite Nobz on Squigsaur and 3 Mobs of 1 Snakebite Nobz on Squigsaur and 5 Boar/Squi Rider boyz stands.



**SNAKEBITE BOAR/SQUIG
RIDER BOYZ WARBAD**

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TS M	Notes
Snakebite Warlord on Squigsaur	20	3+	4/-3	Shoota [A] Power Claw [B]	25 -	2 -	0 -	[HQ2]
Snakebite Nobz on Squigsaur	20	6+	3/-1	Twinshoota [A]	20	3	0	[HQ1], [R], Special
Boar/Squig Rider Boyz	20	8+	2/-2	Choppas	-	-	-	



4 Victory Points

Your opponent gains 2 VPs when this Company is broken

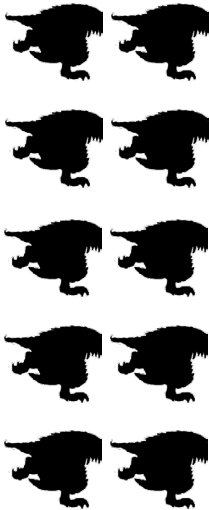
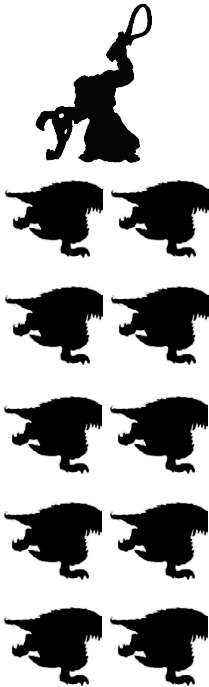
SNAKEBITE SQUIG SWARM WARBAND

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

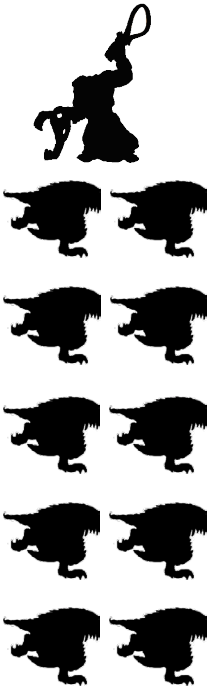
Command Mob



Mob



Mob



450 Point Value

SNAKEBITE SQUIG SWARM WARBAND

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

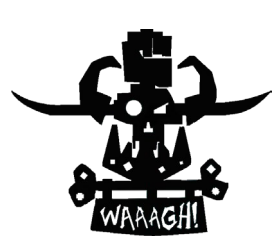
Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TS M	Notes
Snakebite Warlord on Squigsaur	20	3+	4/-3	Shoota [A] Power Claw [B]	25 -	2 -	0 -	[HQ2]
Snakebite Nobz on Squigsaur	20	6+	3/-1	Twinstoota [A]	20	3	0	[HQ1], [R], Special
Squiherderz	15	8+	2/-1	Shoota [A]	20	2	0	[HQ1], Special
Buzzer Squig Swarm	15	10+	3/0	Mass Biting [IC]	-	-	-	Special



5 Victory Points

Your opponent gains 3 VPs when this Company is broken



GRETCHEN



Gretchen has the following Instinctual Behavior:

1. Gretchen following whichever Instinctual Behavior the closest Ork clan to it has.
2. This means that Gretchen can be subject to different behavior throughout a game and different Gretchen formations can follow different behaviors depending on what clan is closest to a particular Gretchen formation.



GRETCHEN WARBAND

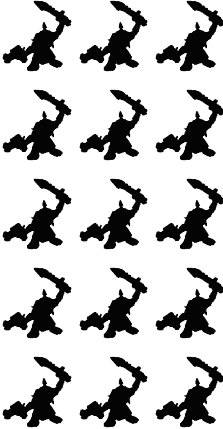
The Warband consists of one command mob of 1 Runtherd command stand and 5 Gretchen stands and 2 Gretchen mobs of 1 Runtherd stand and 15 Gretchen stands

Command Mob

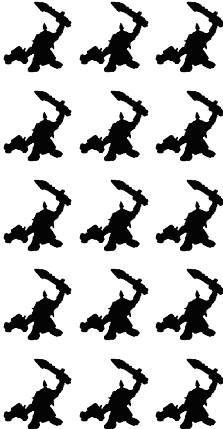




Mob

Mob

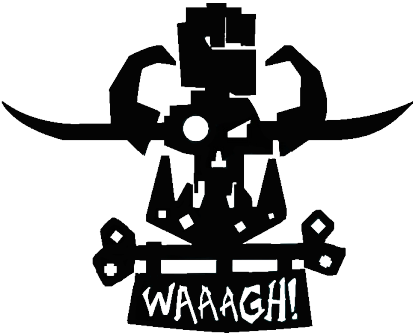

400 Point Value

GRETCHEN WARBAND

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TS M	Notes
Runtherd Command	10	10+	2/0	Shoota [A]	20	2	0	[HQ2], Special
Runtherd	10	10+	2/0	Shoota [A]	20	2	0	[HQ1], Special
Gretchen	10	-	1/0	Grot Blasta [A]	20	1	0	



4 Victory Points

Your opponent gains 2 VPs when this Company is broken

GROT TANK WARBAND

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

Comman
d
Mob

Mob



Mob



Mob







500 Point Value

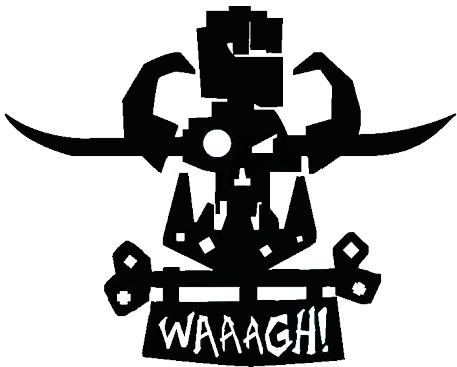


GROT TANK WARBAND

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TS M	Notes
Grot Tank	10	6+	2/-1	Grot Gunz Shootas [AP,A]	25 25	1 2	-2 0	



5 Victory Points

Your opponent gains 3 VPs when this Company is broken

KILLA KANS WARBAND

The Warband consists of one command mob of 1 Killa Kan Command and Three Mobs of 6 Killa Kans

Command Mob

Mob

Mob

Mob











700 Point Value



KILLA KANS WARBAND

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TS M	Notes
Killa Kan	15	4+	2/-2	Rokkit Launcha [A] Shootas [AP,A] Power Claw [B]	25 25 -	1 1 -	-2 0 -	

7 Victory Points

Your opponent gains 4 VPs when this Company is broken