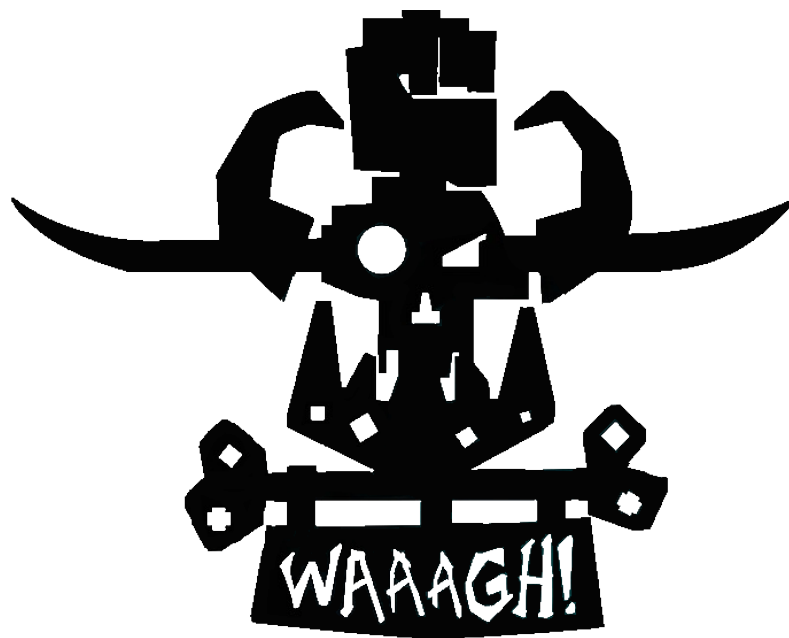




ORKS



SPECIAL 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).

SPECIAL CARDS
FOR USE WITH ANY FORMATIONS

SPECIAL CARDS

INFANTRY [1]

SPECIAL FORMATION

BIG MEK MOB

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

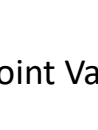
Mob






Mob



Mob





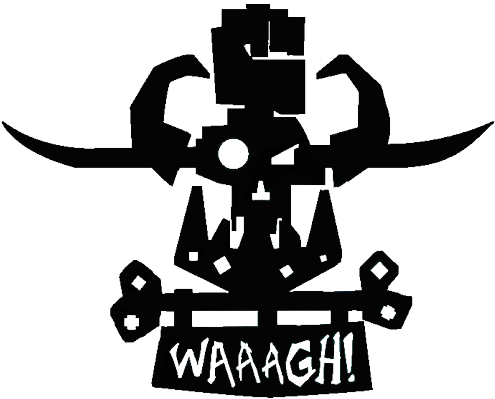

350 Point Value

BIG MEK MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Mek	10	5[7]+	3/-1	Kustom Shoota [A]	25	3	-2	[HQ2], [MK]
Shoota 'ard Boyz	10	7+	1/0	Shootas [A]	20	2	0	



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

SPECIAL FORMATION

MEK MOB

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

Mob



Mob



Mob



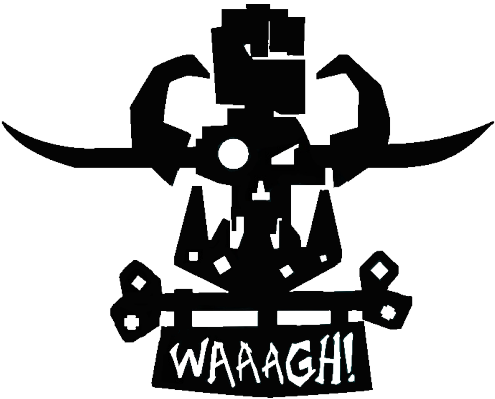
250 Point Value

MEK MOB

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

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

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



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

SPECIAL FORMATION

PAINBOY MOB

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

Mob



Mob



Mob



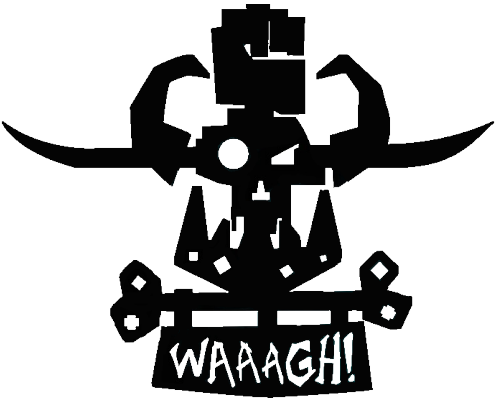
200 Point Value

PAINBOY MOB

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

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

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



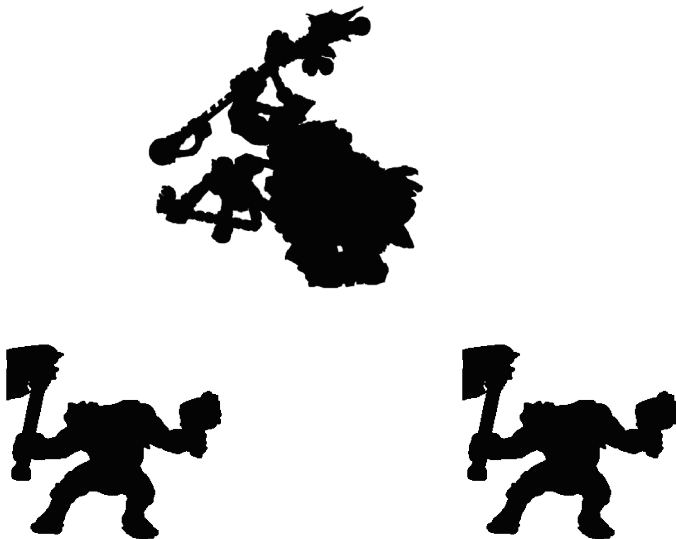
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

SPECIAL FORMATION

WEIRDBOY

Consists of 1 Weirdboy stand and 2 Choppa Boyz stands



50 Point Value

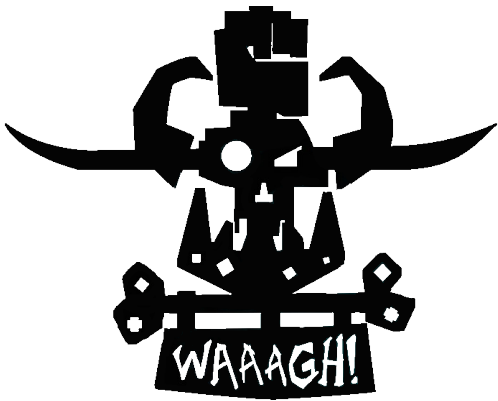


WEIRDBOY

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Wierdboy	10	10+	2/-1	Staff [PY]	-	-	-	[P1]
Choppa Boyz	10	10+	2/-1	Choppas	-	-	-	



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

SPECIAL FORMATION

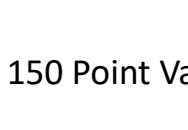
WEIRDBOY MOB

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

Mob



Mob



Mob



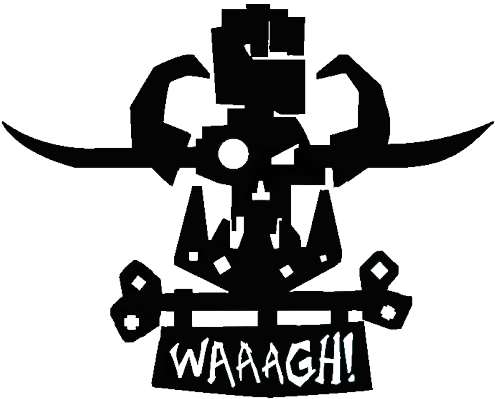
150 Point Value

WEIRDBOY MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Wierdboy	10	10+	2/-1	Staff [PY]	-	-	-	[P1]
Choppa Boyz	10	10+	2/-1	Choppas	-	-	-	



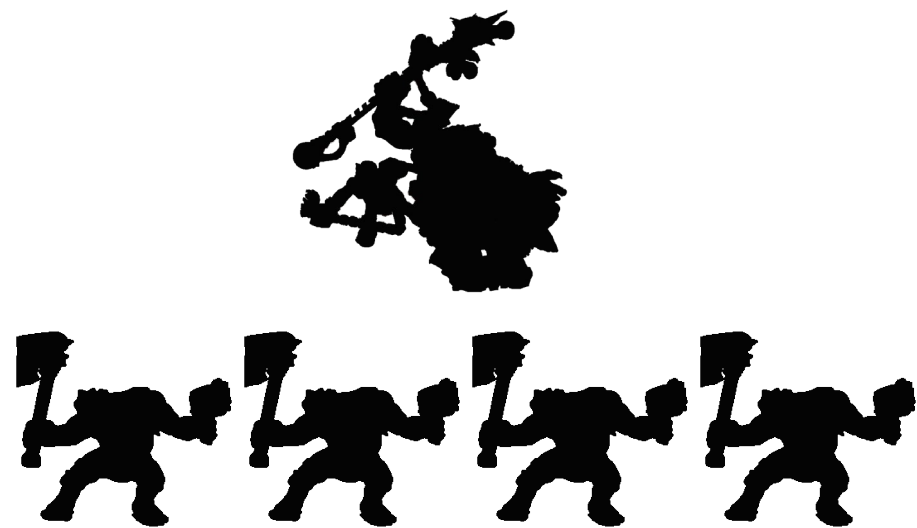
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

SPECIAL FORMATION

WARPHEAD

Consists of 1 Warphead stand and 4 Choppa Boyz stands



100 Point Value

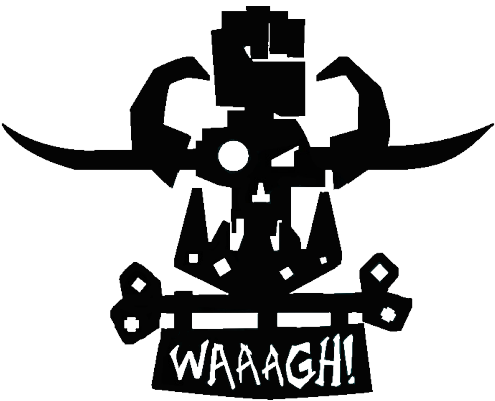


WARPHEAD

Break Point +2: The Warphead 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
Warphead	10	8+	3/-1	Staff [PY]	-	-	-	[P2]
Choppa Boyz	10	10+	2/-1	Choppas	-	-	-	



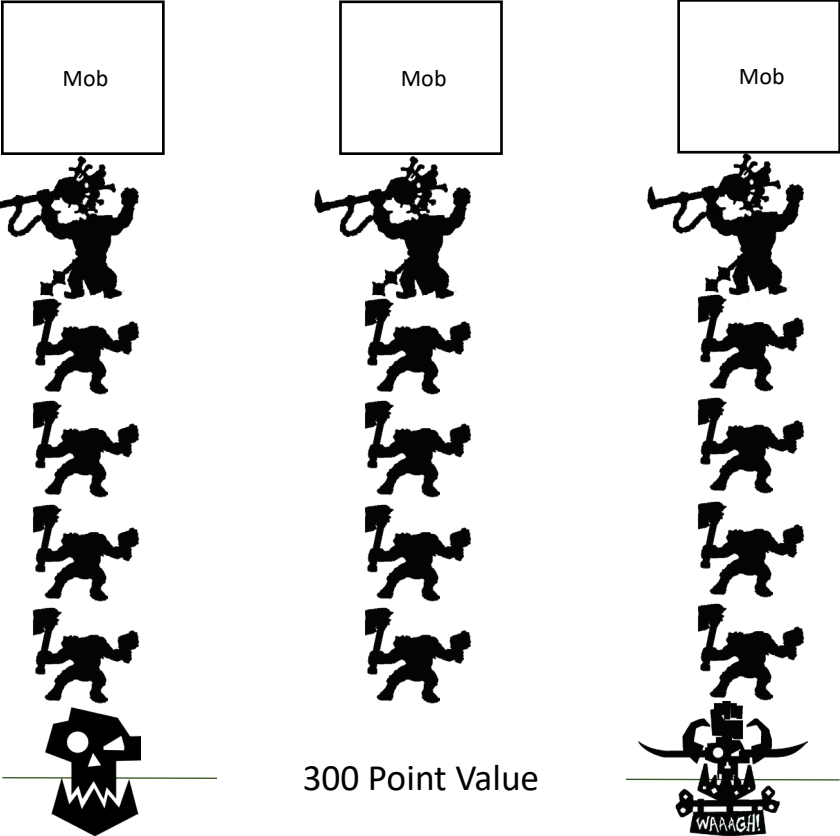
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

SPECIAL FORMATION

WARPHEAD MOB

The Warphead Mob consists of 3 Warphead formations of 1 Warphead stand and 4 Choppa Boyz stands.

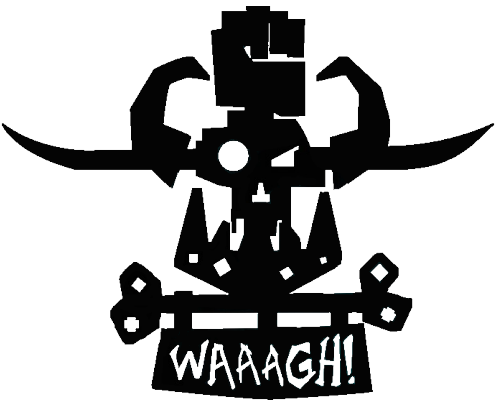


WARPHEAD MOB

Break Point +6: The Mob 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
Warphead	10	8+	3/-1	Staff [PY]	-	-	-	[P2]
Choppa Boyz	10	10+	2/-1	Choppas	-	-	-	



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

SPECIAL FORMATION

WARLORD

Consists of 1 Warlord stand



FREE

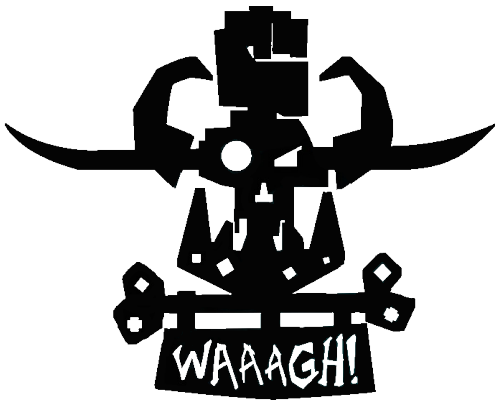


WARLORD

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warlord	30	3[5]+	5/-3	Kustom Kombi Shoota [A] Power Claw [B]	25 -	4 -	-2 -	[HQ3], [DR3]



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

SPECIAL CARDS

FLIERS [F]

SPECIAL FORMATION

BLASTA BOMMA SQUADRON

Squadron consists of 3 Blasta Bommas



650 Point Value

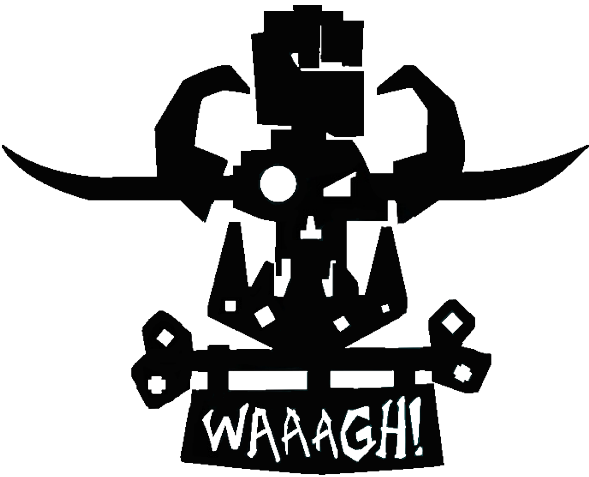


BLASTA BOMMA SQUADRON

Break Point 1: The Squadron is broken if it has lost 1 model. Once the Squadron is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Blasta Bomma	40[F]	5+	3/-1	Death Arsenal [TL2]	30/60	1-10	-3	[DR3], [TR6], Special
				Supa Rokkits	35/70	1	-2	
				Shootas [AP,A]	25	8	0	

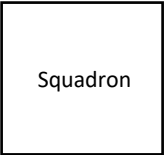
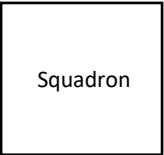


Victory Points 7 VP
Your opponent gains 4VPs when this Squadron is broken

SPECIAL FORMATION

BLASTA BOMMA WING

The Wing consists of 2 Squadrons of 3 Blasta Bommas



1350 Point Value

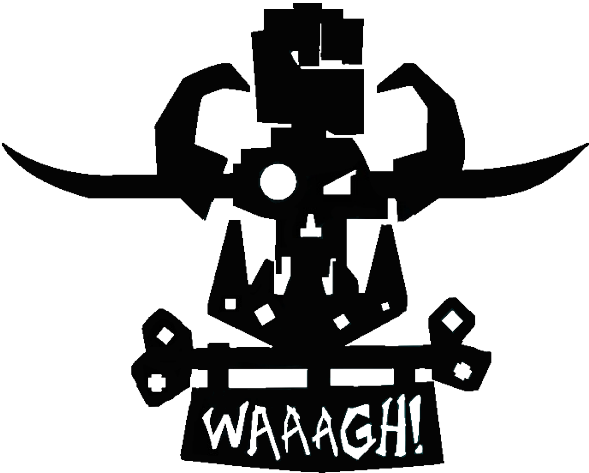


BLASTA BOMMA WING

Break Point 2: The Wing is broken if it has lost 2 models. Once the Wing is broken all squadrons must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Blasta Bomma	40[F]	5+	3/-1	Death Arsenal [TL2]	30/60	1-10	-3	[DR3], [TR6], Special
				Supa Rokkits	35/70	1	-2	
				Shootas [AP,A]	25	8	0	



Victory Points 14 VP

Your opponent gains 7VPs when this Squadron is broken

SPECIAL FORMATION

BLASTA BOMMA AIR FORCE

The Air Force consists of 3 Squadrons of 3 Blasta Bommas

Squadron



Squadron



2000 Point Value

Squadron

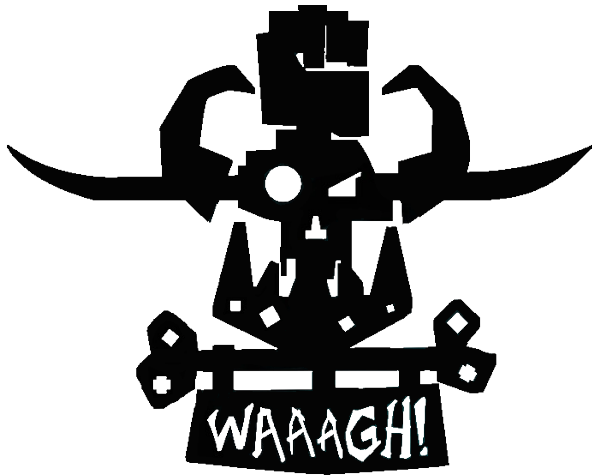


BLASTA BOMMA AIR FORCE

Break Point 4: The Air Force is broken if it has lost 4 models. Once the Air Force is broken all squadrons must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Blasta Bomma	40[F]	5+	3/-1	Death Arsenal [TL2]	30/60	1-10	-3	[DR3], [TR6], Special
				Supa Rokkits	35/70	1	-2	
				Shootas [AP,A]	25	8	0	

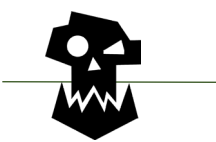
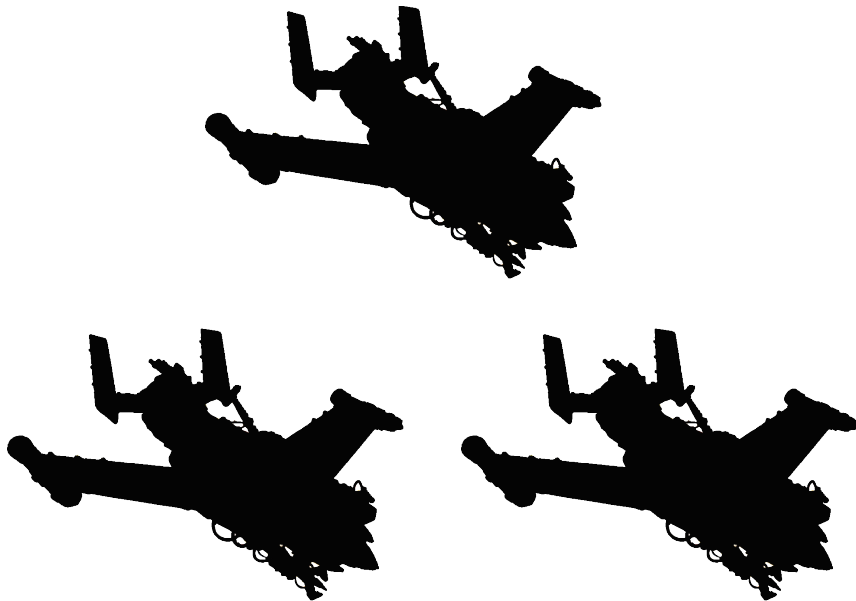


Victory Points 20 VP
Your opponent gains 10VPs when this Squadron is broken

SPECIAL FORMATION

BLASTA JET SQUADRON

Squadron consists of 3 Blasta Jets



200 Point Value

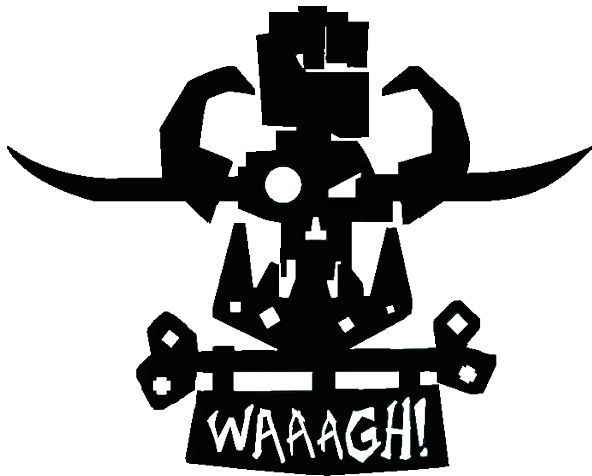


BLASTA JET SQUADRON

Break Point 1: The Squadron is broken if it has lost 1 model. Once the Squadron is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Blasta Jet	50[F]	6[8]+	2/-2	Kustom Mega Kannons [B]	20/35	2	-2	Special
				Zzap Gun	20/35	1	-2	
				Shootas [AP,A]	25	2	0	

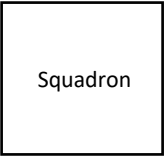
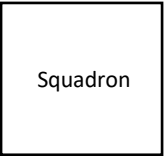


Victory Points 2 VP
Your opponent gains 1VPs when this Squadron is broken

SPECIAL FORMATION

BLASTA JET WING

The Wing consists of 2 Squadrons of 3 Blasta Jets



450 Point Value

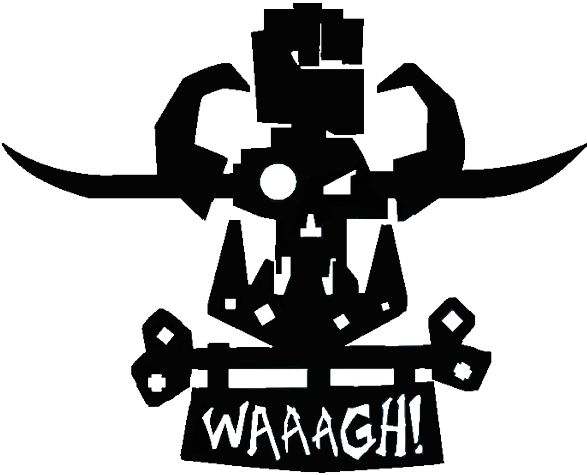


BLASTA JET WING

Break Point 2: The Wing is broken if it has lost 2 models. Once the Wing is broken all squadrons must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Blasta Jet	50[F]	6[8]+	2/-2	Kustom Mega Kannons [B]	20/35	2	-2	Special
				Zzap Gun	20/35	1	-2	
				Shootas [AP,A]	25	2	0	



Victory Points 5 VP
Your opponent gains 3VPs when this Squadron is broken

SPECIAL FORMATION

BLASTA JET AIR FORCE

The Air Force consists of 3 Squadrons of 3 Blasta Jets

Squadron





Squadron



650 Point Value

Squadron



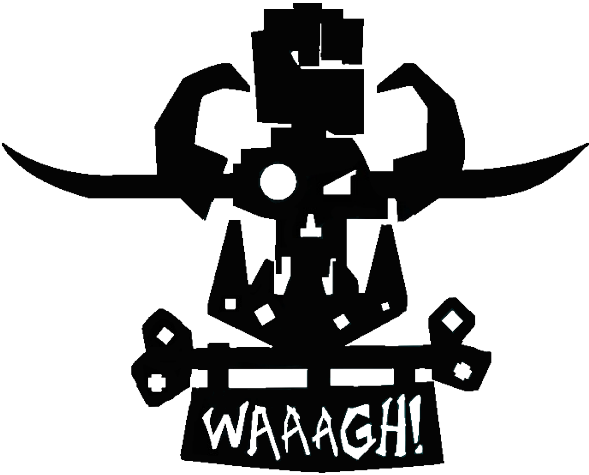


BLASTA JET AIR FORCE

Break Point 4: The Air Force is broken if it has lost 4 models. Once the Air Force is broken all squadrons must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Blasta Jet	50[F]	6[8]+	2/-2	Kustom Mega Kannons [B]	20/35	2	-2	Special
				Zzap Gun	20/35	1	-2	
				Shootas [AP,A]	25	2	0	



Victory Points 7 VP
Your opponent gains 4VPs when this Squadron is broken

SPECIAL FORMATION

DAKKA JET SQUADRON

Squadron consists of 3 Dakka Jets



200 Point Value

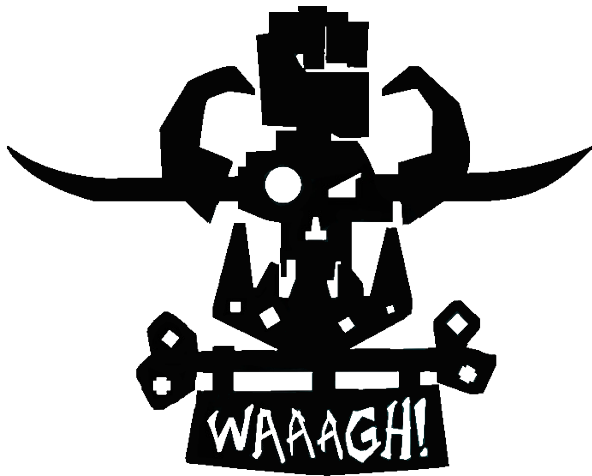


DAKKA JET SQUADRON

Break Point 1: The Squadron is broken if it has lost 1 model. Once the Squadron is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Dakka Jet	60[F]	6+	3/-1	Shootas [AP,A]	25	6	0	



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

SPECIAL FORMATION

DAKKA JET WING

The Wing consists of 2 Squadrons of 3 Dakka Jets

Squadron



Squadron



450 Point Value

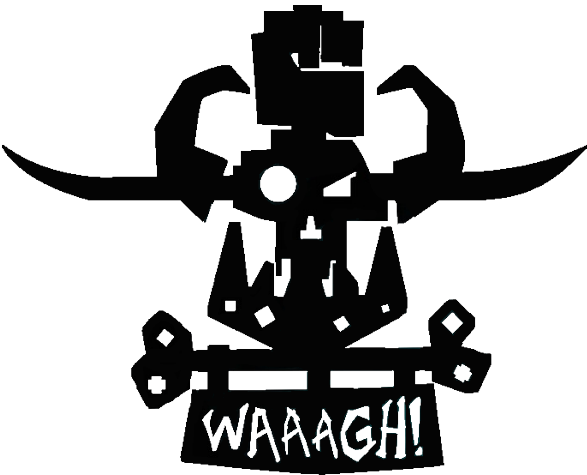


DAKKA JET WING

Break Point 2: The Wing is broken if it has lost 2 models. Once the Wing is broken all squadrons must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Dakka Jet	60[F]	6+	3/-1	Shootas [AP,A]	25	6	0	



Victory Points 5 VP
Your opponent gains 3VPs when this Squadron is broken

SPECIAL FORMATION

DAKKA JET AIR FORCE

The Air Force consists of 3 Squadrons of 3 Dakka Jets

Squadron



Squadron



650 Point Value

Squadron

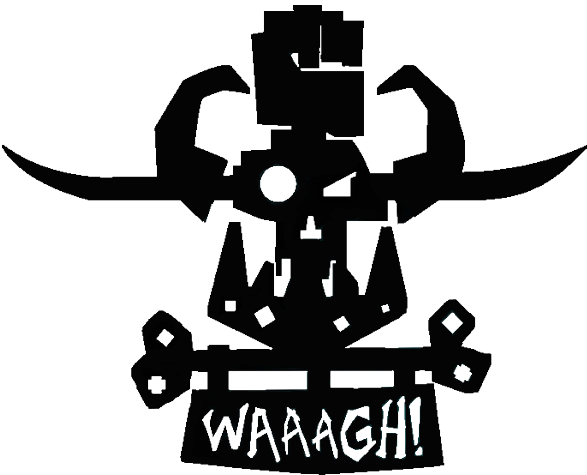


DAKKA JET AIR FORCE

Break Point 4: The Air Force is broken if it has lost 4 models. Once the Air Force is broken all squadrons must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Dakka Jet	60[F]	6+	3/-1	Shootas [AP,A]	25	6	0	



Victory Points 7 VP
Your opponent gains 4VPs when this Squadron is broken

SPECIAL FORMATION

'EAVY BOMMA SQUADRON

Squadron consists of 3 'Eavy Bommas



450 Point Value

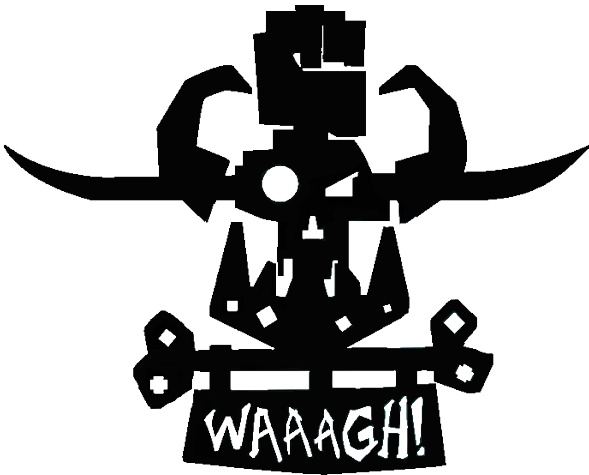


'EAVY BOMMA SQUADRON

Break Point 1: The Squadron is broken if it has lost 1 model. Once the Squadron is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
'Eavy Bomma	40[F]	5+	3/-1	Grot Bombs [AY,B2]	35/70	2	-2	[DR3], [TR10], Special
				Boom bombs [B2]	0	4	-1	
				Shootas [AP,A]	25	12	0	



Victory Points 5 VP
Your opponent gains 3VPs when this Squadron is broken

SPECIAL FORMATION

'EAVY BOMMA WING

The Wing consists of 2 Squadrons of 3 'Eavy Bommas

Squadron



Squadron



850 Point Value

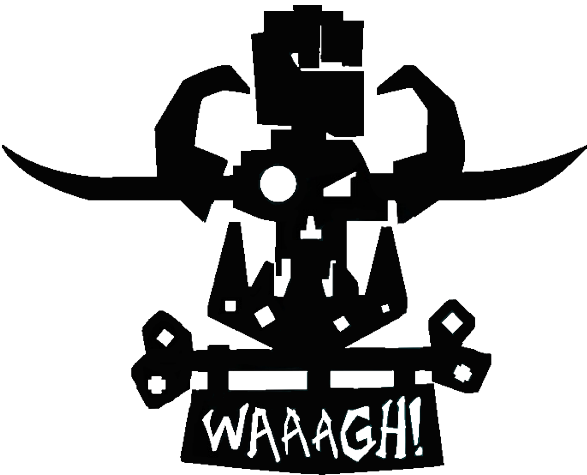


'EAVY BOMMA WING

Break Point 2: The Wing is broken if it has lost 2 models. Once the Wing is broken all squadrons must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
'Eavy Bomma	40[F]	5+	3/-1	Grot Bombs [AY,B2]	35/70	2	-2	[DR3], [TR10], Special
				Boom bombs [B2]	0	4	-1	
				Shootas [AP,A]	25	12	0	



Victory Points 9 VP

Your opponent gains 5VPs when this Squadron is broken

SPECIAL FORMATION

‘EAVY BOMMA AIR FORCE

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

Squadron



Squadron



Squadron



1300 Point Value

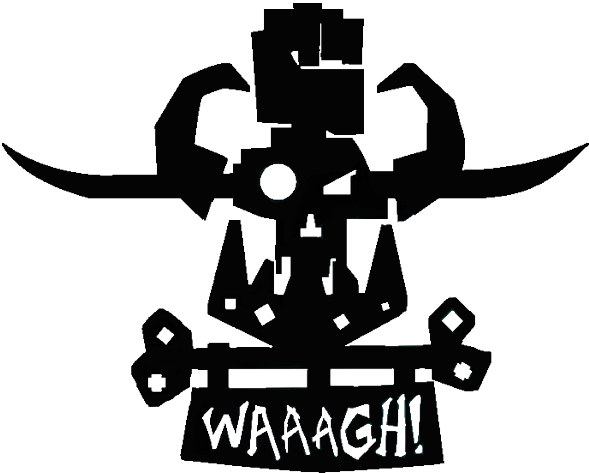


‘EAVY BOMMA AIR FORCE

Break Point 4: The Air Force is broken if it has lost 4 models. Once the Air Force is broken all squadrons must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
‘Eavy Bomma	40[F]	5+	3/-1	Grot Bombs [AY,B2]	35/70	2	-2	[DR3], [TR10], Special
				Boom bombs [B2]	0	4	-1	
				Shootas [AP,A]	25	12	0	



Victory Points 13 VP
Your opponent gains 7VPs when this Squadron is broken

SPECIAL FORMATION

FIGHTA BOMMA SQUADRON

Squadron consists of 3 Fighta Bommas



200 Point Value

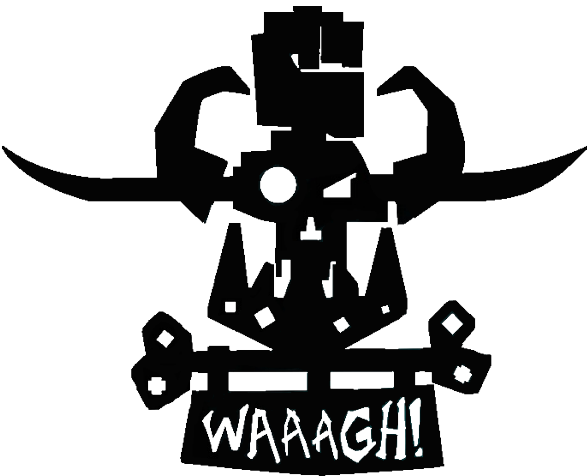


FIGHTA BOMMA SQUADRON

Break Point 1: The Squadron is broken if it has lost 1 model. Once the Squadron is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Fighta Bomma	50[F]	6+	2/-1	Burna Bombs [IC,Fire]	0	2	0	Special
				Boom bombs [B2]	0	2	-1	
				Rokkits	25	2	-2	
				Shootas [AP,A]	25	4	0	

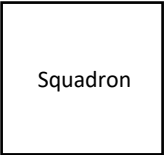
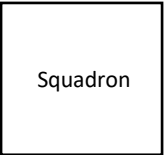


Victory Points 2 VP
Your opponent gains 1VPs when this Squadron is broken

SPECIAL FORMATION

FIGHTA BOMMA WING

The Wing consists of 2 Squadrons of 3 Fighta Bomma



400 Point Value

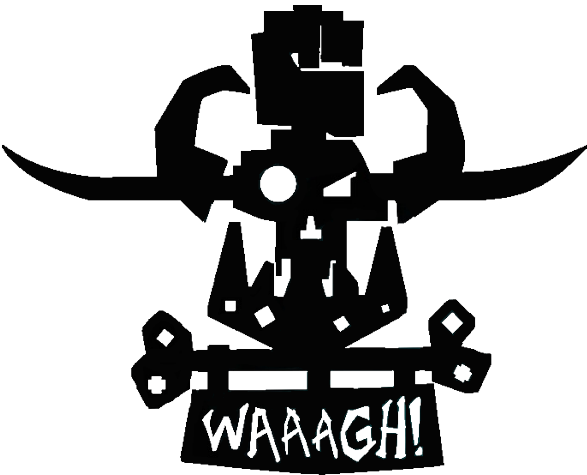


FIGHTA BOMMA WING

Break Point 2: The Wing is broken if it has lost 2 models. Once the Wing is broken all squadrons must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Fighta Bomma	50[F]	6+	2/-1	Burna Bombs [IC,Fire]	0	2	0	Special
				Boom bombs [B2]	0	2	-1	
				Rokkits	25	2	-2	
				Shootas [AP,A]	25	4	0	



Victory Points 4 VP

Your opponent gains 2VPs when this Squadron is broken

SPECIAL FORMATION

FIGHTA BOMMA AIR FORCE

The Air Force consists of 3 Squadrons of 3 Fighta Bommas

Squadron



Squadron



600 Point Value

Squadron

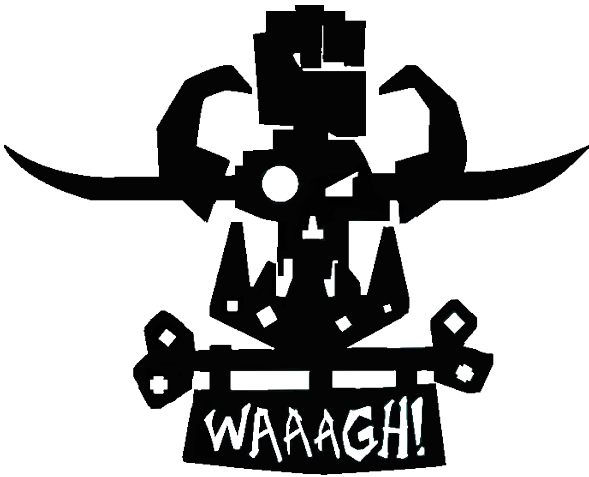


FIGHTA BOMMA AIR FORCE

Break Point 4: The Air Force is broken if it has lost 4 models. Once the Air Force is broken all squadrons must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Fighta Bomma	50[F]	6+	2/-1	Burna Bombs [IC,Fire]	0	2	0	Special
				Boom bombs [B2]	0	2	-1	
				Rokkits	25	2	-2	
				Shootas [AP,A]	25	4	0	

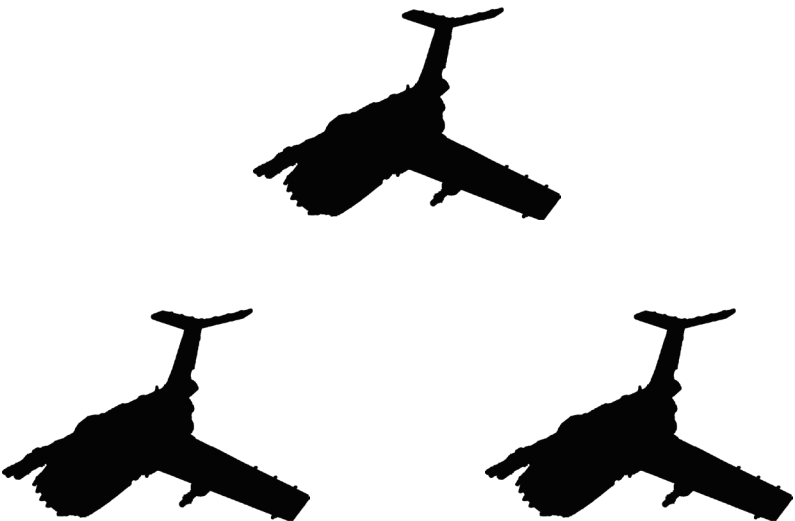


Victory Points 6 VP
Your opponent gains 3VPs when this Squadron is broken

SPECIAL FORMATION

GRETCHIN FIGHTA SQUADRON

Squadron consists of 3 Gretchin Fightas



150 Point Value

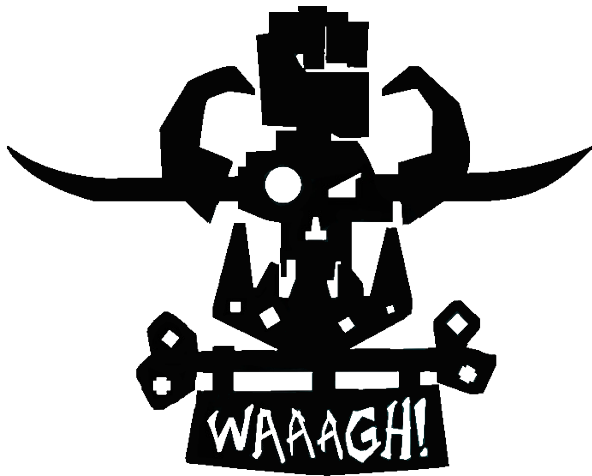


GRETCHIN FIGHTA SQUADRON

Break Point 1: The Squadron is broken if it has lost 1 model. Once the Squadron is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gretchin Fighta	60[F]	7+	1/-1	Rokkits Shootas [AP,A]	25 25	1 2	-2 0	



Victory Points 2 VP

Your opponent gains 1VPs when this Squadron is broken

SPECIAL FORMATION

GRETCHIN FIGHTA WING

The Wing consists of 2 Squadrons of 3 Gretchin Fightas

Squadron



Squadron



300 Point Value

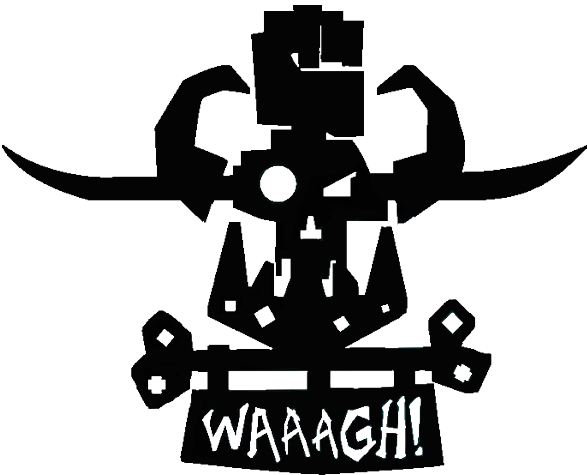


GRETCHIN FIGHTA WING

Break Point 2: The Wing is broken if it has lost 2 models. Once the Wing is broken all squadrons must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gretchin Fighta	60[F]	7+	1/-1	Rokkits	25	1	-2	
				Shootas [AP,A]	25	2	0	



Victory Points 3 VP

Your opponent gains 2VPs when this Squadron is broken

SPECIAL FORMATION

GRETCHIN FIGHTA AIR FORCE

The Air Force consists of 3 Squadrons of 3 Gretchin Fightas

Squadron






Squadron





Squadron





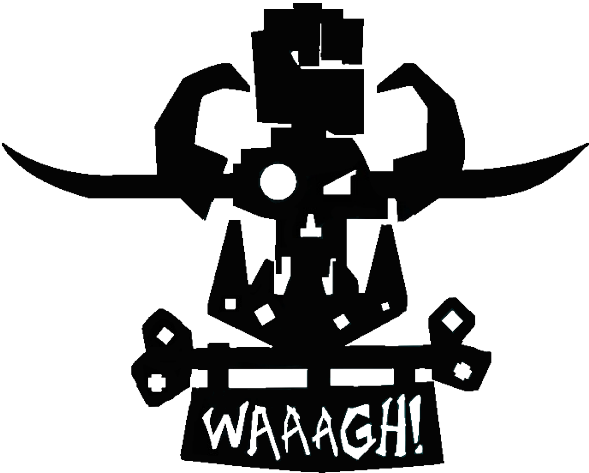

450 Point Value

GRETCHIN FIGHTA AIR FORCE

Break Point 4: The Air Force is broken if it has lost 4 models. Once the Air Force is broken all squadrons must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gretchin Fighta	60[F]	7+	1/-1	Rokkits	25	1	-2	
				Shootas [AP,A]	25	2	0	



Victory Points 5 VP

Your opponent gains 3VPs when this Squadron is broken

SPECIAL FORMATION

MEGA BOMMA

Consists of 1 Mega Bomma



250 Point Value

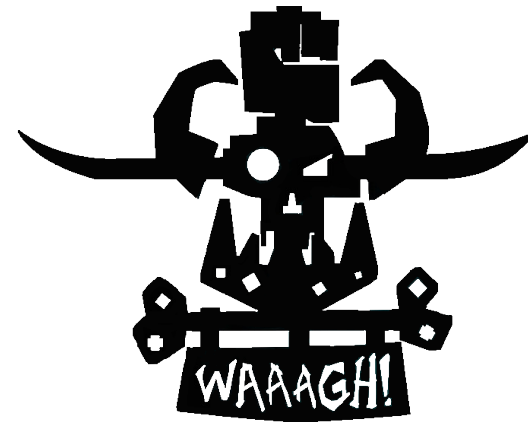


MEGA BOMMA

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Bomma	40[F]	4+	5/-1	Mega Bomb [D,B3,Fire]	0	3-12	-4	[DR5], [TR16], Special
				Boom Bombs [B2]	0	6	-1	
				Supa Rokkits	35/70	1	-2	
				Flakka Gunz [AA,TL2]	25/50	2	-2	
				Shootas [AP,A]	25	13	0	



Victory Points 3 VP

Your opponent gains 2VPs when this Squadron is broken

SPECIAL FORMATION

MEGA BOMMA SQUADRON

The Squadron consists of 3 Mega Bommas



750 Point Value

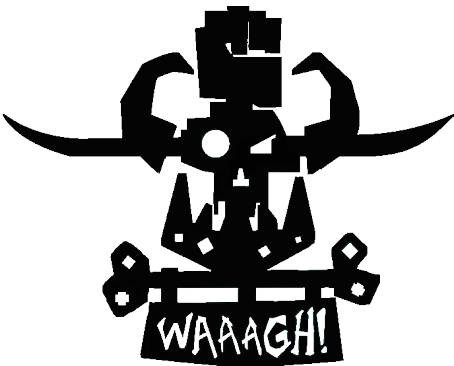


MEGA BOMMA SQUADRON

Break Point 1: The Squadron is broken if it has lost 1 model. Once the Squadron is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Bomma	40[F]	4+	5/-1	Mega Bomb [D,B3,Fire]	0	3-12	-4	[DR5], [TR16], Special
				Boom Bombs [B2]	0	6	-1	
				Supa Rokkits	35/70	1	-2	
				Flakka Gunz [AA,TL2]	25/50	2	-2	
				Shootas [AP,A]	25	13	0	



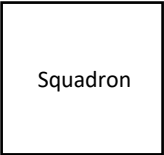
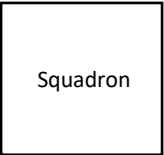
Victory Points 8 VP

Your opponent gains 4VPs when this Squadron is broken

SPECIAL FORMATION

MEGA BOMMA WING

The Wing consists of 2 Squadrons of 3 Mega Bommas



1500 Point Value

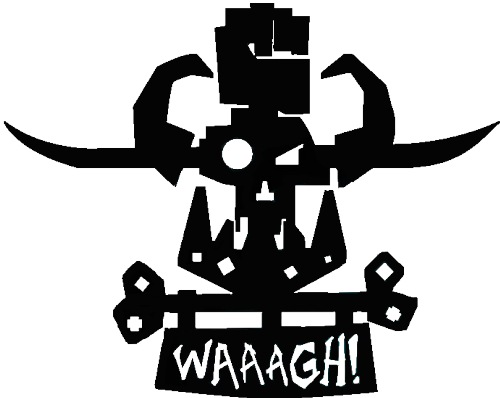


MEGA BOMMA WING

Break Point 2: The Wing is broken if it has lost 2 models. Once the Wing is broken all squadrons must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Bomma	40[F]	4+	5/-1	Mega Bomb [D,B3,Fire]	0	3-12	-4	[DR5], [TR16], Special
				Boom Bombs [B2]	0	6	-1	
				Supa Rokkits	35/70	1	-2	
				Flakka Gunz [AA,TL2]	25/50	2	-2	
				Shootas [AP,A]	25	13	0	



Victory Points 15 VP
Your opponent gains 8VPs when this Squadron is broken

SPECIAL FORMATION

MEGA BOMMA AIR FORCE

The Air Force consists of 3 Squadrons of 3 Mega Bommas

Squadron



Squadron



2250 Point Value

Squadron

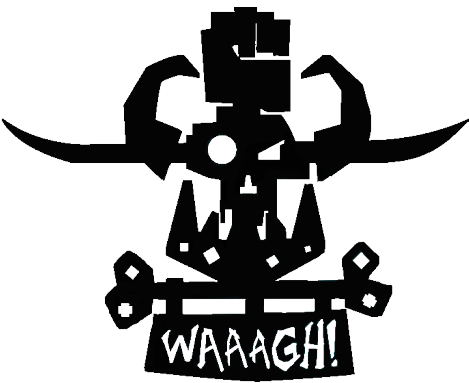


MEGA BOMMA AIR FORCE

Break Point 4: The Air Force is broken if it has lost 4 models. Once the Air Force is broken all squadrons must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Bomma	40[F]	4+	5/-1	Mega Bomb [D,B3,Fire]	0	3-12	-4	[DR5], [TR16], Special
				Boom Bombs [B2]	0	6	-1	
				Supa Rokkits	35/70	1	-2	
				Flakka Gunz [AA,TL2]	25/50	2	-2	
				Shootas [AP,A]	25	13	0	



Victory Points 23 VP
Your opponent gains 12VPs when this Squadron is broken

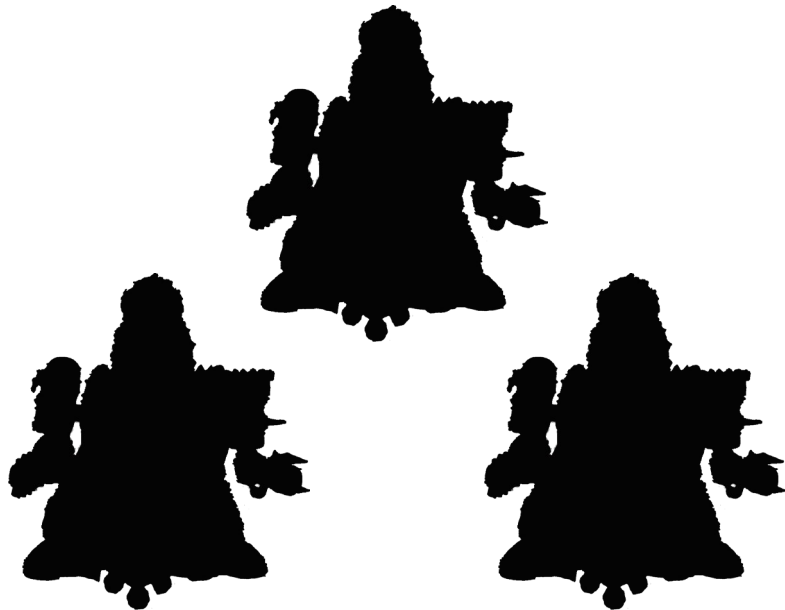
SPECIAL CARDS

GARGANT [5]

SPECIAL FORMATION

GREAT GARGANT MOB

The Mob consists of 3 Great Gargants



3300 Point Value

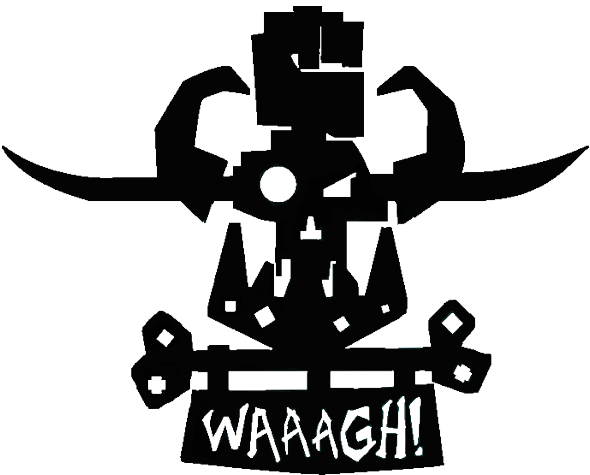


GREAT GARGANT MOB

Break Point -: Per Gargant

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

Type	Move	AV	CAF	Weapon Slots	AP	Power Fields	Notes
Great Gargant	10	1+	15/-3	Per Arm CV 8 Head CV 2 Hull CV 3	6x Shootas	6	[DR13], [RA]



Victory Points 33

Your opponent gains 11VP per Gargant destroyed

SPECIAL FORMATION

MEGA GARGANT

Consists of 1 Mega Gargant



1600 Point Value

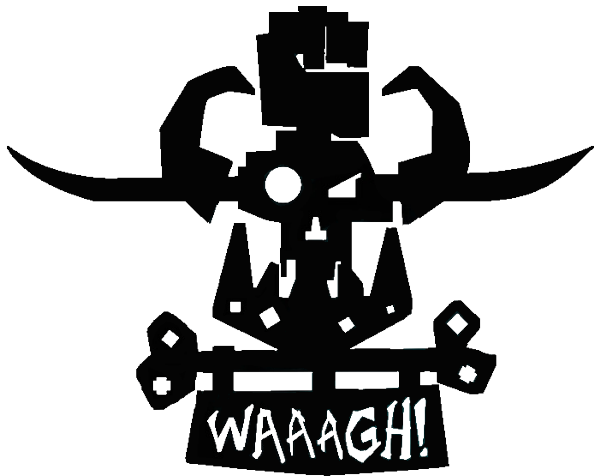


MEGA GARGANT

Break Point -: Per Gargant

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

Type	Move	AV	CAF	Weapon Slots	AP	Power Fields	Notes
Mega-Gargant	10	0+	22/-4	Per Arm CV 12 Head CV 3 Hull CV 3 Rear Hull CV 1	8x Shootas	8	[DR18], [RA], Special



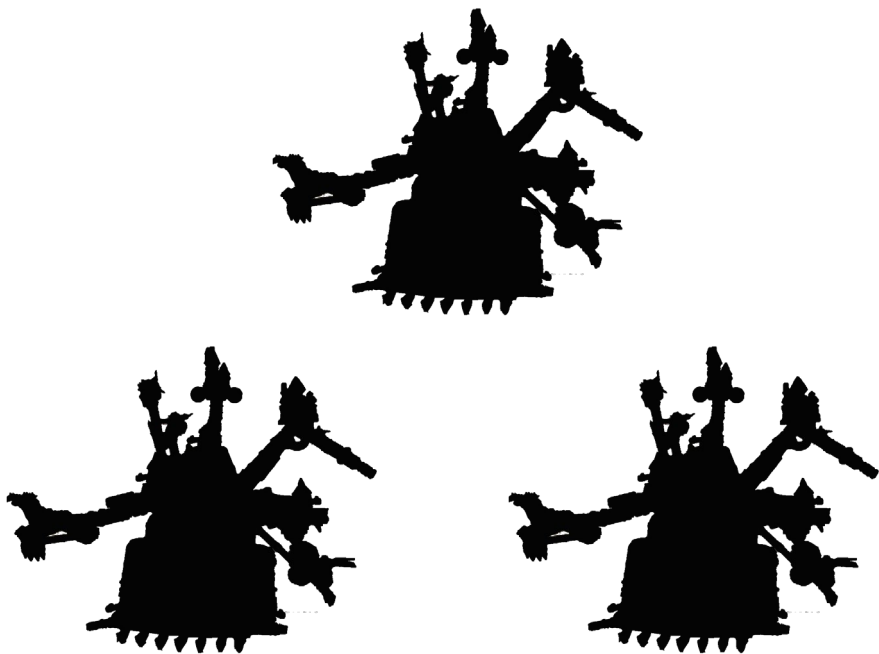
Victory Points 16

Your opponent gains 16VP when the Gargant is destroyed

SPECIAL FORMATION

MEGA GARGANT MOB

The Mob consists of 3 Mega Gargant



4800 Point Value

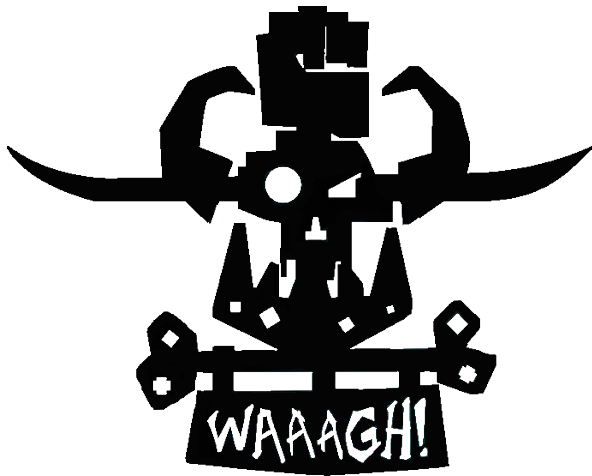


MEGA GARGANT MOB

Break Point -: Per Gargant

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

Type	Move	AV	CAF	Weapon Slots	AP	Power Fields	Notes
Mega-Gargant	10	0+	22/-4	Per Arm CV 12 Head CV 3 Hull CV 3 Rear Hull CV 1	8x Shootas	8	[DR18], [RA], Special



Victory Points 48

Your opponent gains 16VP per Gargant destroyed

SPECIAL FORMATION

SLASHER GARGANT MOB

The Mob consists of 3 Slasher Gargants



2250 Point Value

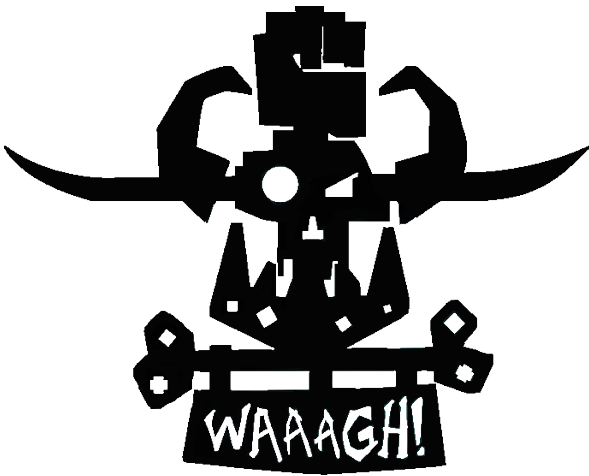


SLASHER GARGANT MOB

Break Point -: Per Gargant

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

Type	Move	AV	CAF	Weapon Slots	AP	Power Fields	Notes
Slasha Gargant	10	1+	11/-3	Per Arm CV 6 Head CV 1 Hull CV 2	4x Shootas	4	[DR9], [RA]



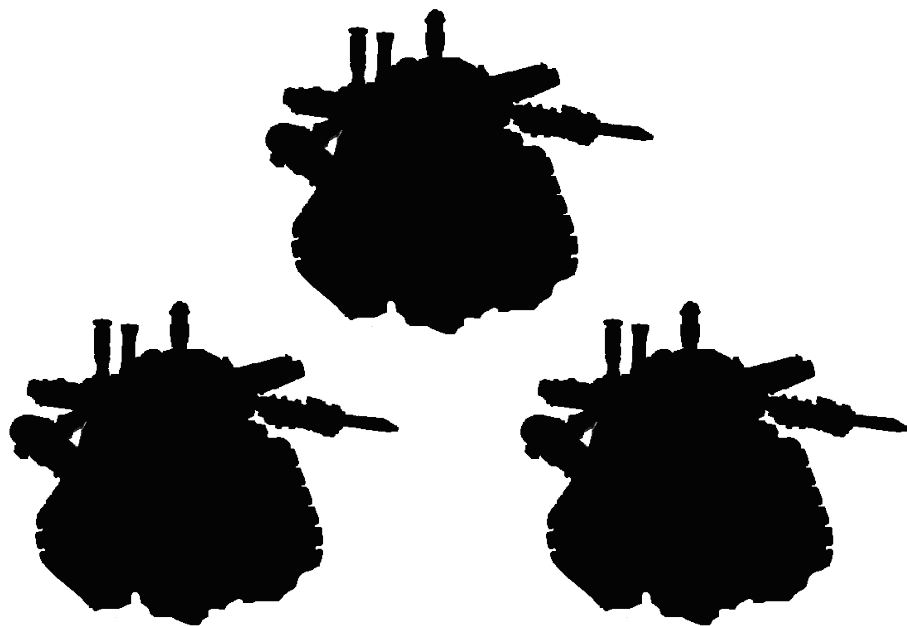
Victory Points 23

Your opponent gains 8VP per Gargant destroyed

SPECIAL FORMATION

STEAM GARGANT MOB

The Mob consists of 3 Steam Gargants



2100 Point Value

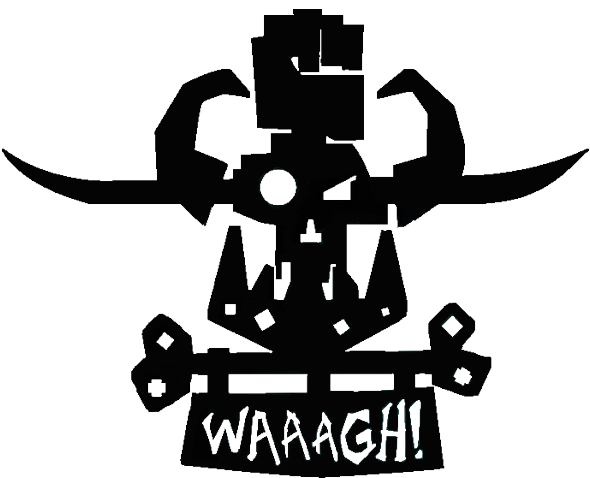


STEAM GARGANT MOB

Break Point -: Per Gargant

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

Type	Move	AV	CAF	Weapon Slots	AP	Power Fields	Notes
Steam Gargant	15	1+	10/-3	Per Arm CV 6 Head CV 1 Hull CV 2	6x Shootas	Special	[DR8], [RA], Special



Victory Points 21

Your opponent gains 7VP per Gargant destroyed

SPECIAL FORMATION

STOMPA GARGANT GREAT MOB

The Great Mob consists of Two Mobs of 3 Stompa Gargants

Stompa Mob



Stompa Mob



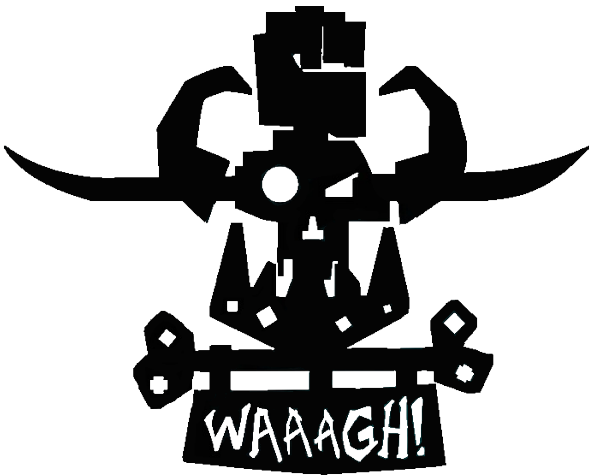
2700 Point Value

STOMPA GARGANT GREAT MOB

Break Point -: Per Gargant

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

Type	Move	AV	CAF	Weapon Slots	AP	Power Fields	Notes
Stompa Gargant	15	1+	6/-3	Per Arm CV 5 Head CV 1 Hull CV 1	4x Shootas	4	[DR4], [RA]



Victory Points 27

Your opponent gains 5VP per Gargant destroyed

SPECIAL FORMATION

STOMPA GARGANT MEGA-GREAT MOB

The Great Mob consists of Three Mobs of 3 Stompa Gargants

Stompa Mob



Stompa Mob



Stompa Mob



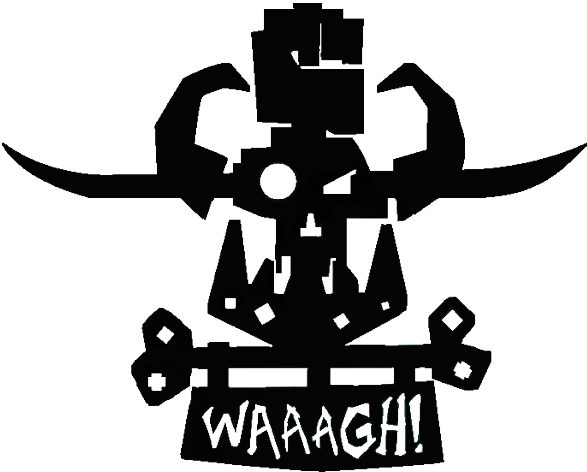
4050 Point Value

STOMPA GARGANT MEGA-GREAT MOB

Break Point -: Per Gargant

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

Type	Move	AV	CAF	Weapon Slots	AP	Power Fields	Notes
Stompa Gargant	15	1+	6/-3	Per Arm CV 5 Head CV 1 Hull CV 1	4x Shootas	4	[DR4], [RA]



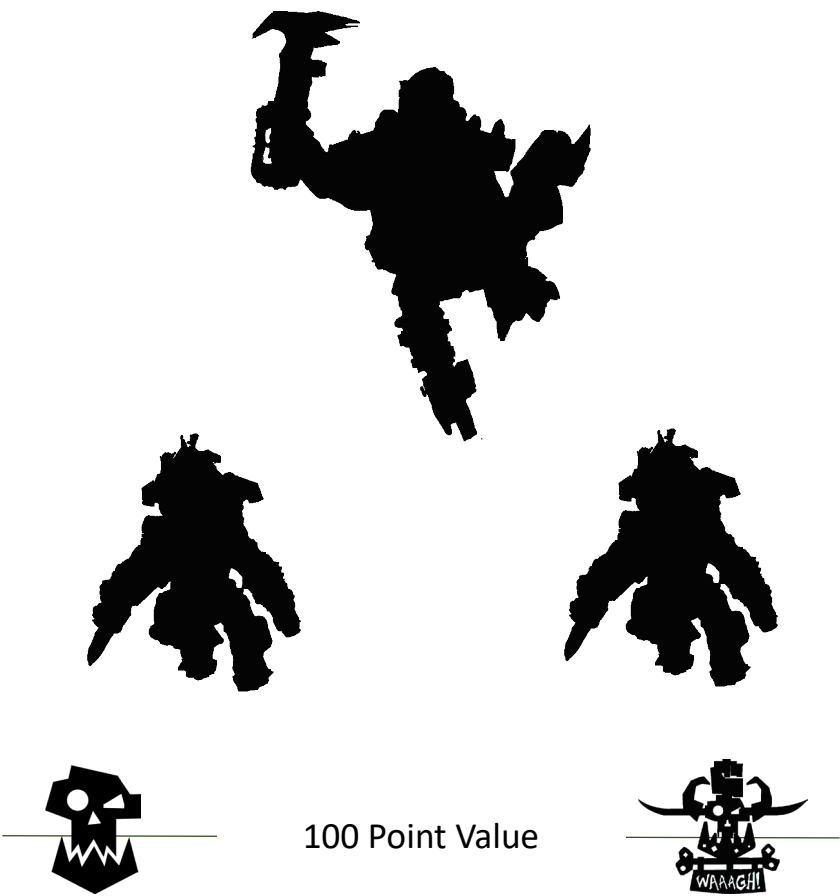
Victory Points 41
Your opponent gains 5VP per Gargant destroyed

SPECIAL CARDS
SPECIAL CHARACTERS

SPECIAL FORMATION

BOSS ZAGSTRUCK

Consists of 1 Boss Zagstruck stand and 2 Nobz stands



BOSS ZAGSTRUCK

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Boss Zagstruck	15[J]	3+	4/-3	Power Weapon [B]	-	-	-	[HQ2], [IWD], Special
Nobz	15[J]	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]



SPECIAL FORMATION

BURZURUK BIG MEK

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



250 Point Value

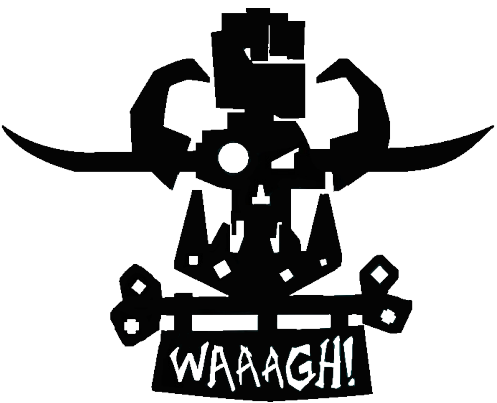


BURZURUK BIG MEK

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Burzuruk	10	3[5]+	4/-3	Greasy Gun [A,I,C,Fire] Power Claw [B]	15 -	4 -	-2 -	[HQ2], [MK], Special
Mega Nobz Close Combat	10	3[5]+	4/-3	Power Claws [B]	-	-	-	[HQ1], [R]



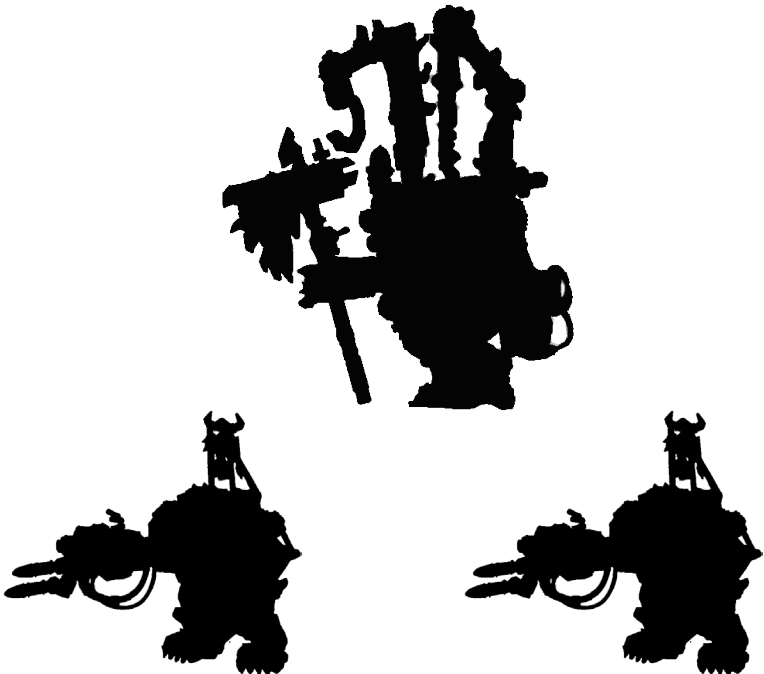
+3 Victory Points

Your opponent gains +3VP when attached formation is broken

SPECIAL FORMATION

BUZZGOB BIG MEK

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



250 Point Value

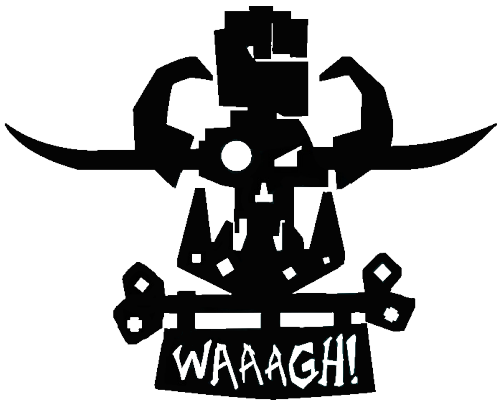


BUZZGOB BIG MEK

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
BuzzGob	10	3[5]+	4/-3	Shokk Attack Gun [B] Power Weapon [B]	30/60 -	1 -	-2 -	[HQ3], [DR2], [MK], Special
Mega Nobz	10	3[5]+	2/-3	Kombi Shoota [A] Power Claws [B]	25 -	3 -	-2 -	[HQ1], [R]



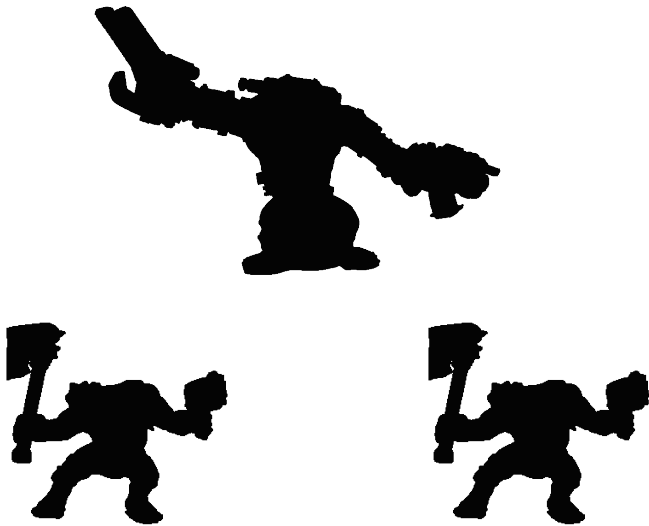
+3 Victory Points

Your opponent gains +3VP when attached formation is broken

SPECIAL FORMATION

MAD DOC GROTSNIK

Consists of 1 Mad Doc Grotsnik stand and 2 Choppa Boyz stands



100 Point Value



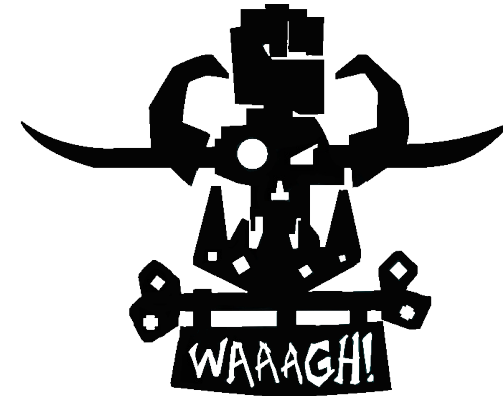
MAD DOC GROTSNIK

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mad Doc Grotsnik	10	3[5]+	3/-1	Power Weapon [VK]	-	-	-	[HQ1], Special
Choppa Boyz	10	10+	2/-1	Choppas	-	-	-	

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



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

SPECIAL FORMATION

THE BEAST

Consists of 1 The Beast model



300 Point Value

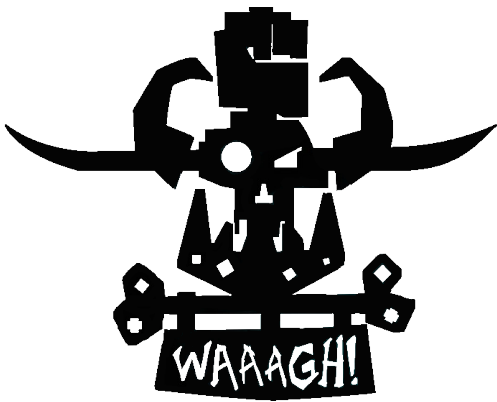


THE BEAST

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
The Beast	15	2[4]+	9/-5	Combi-Giga Shoota Skorcha [FW,AP,A] Power Claw [B2]	25/50 10 -	1-10 2 -	-3 0 -	[HQ3], [DR4], [IWD], [TR], Special



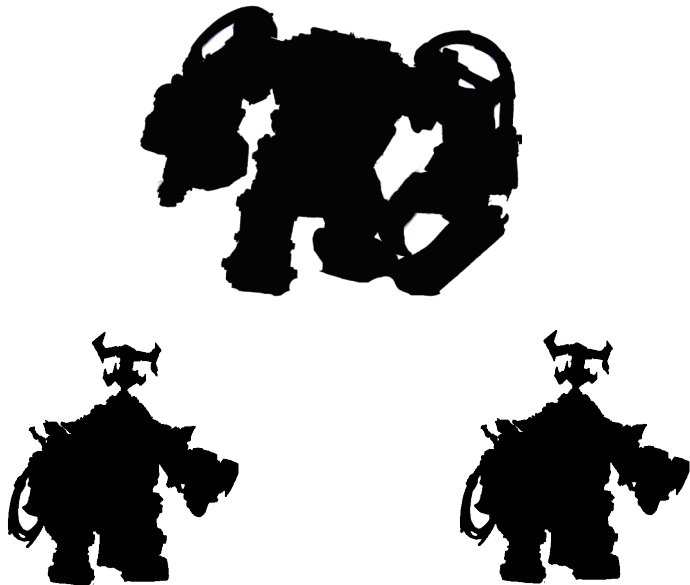
+3 Victory Points

Your opponent gains +3VP when attached formation is broken

SPECIAL FORMATION

WARLORD BLAKTOOF

Consists of 1 Warlord Blaktoof stand and 2 Mega Nobz CC stands





250 Point Value

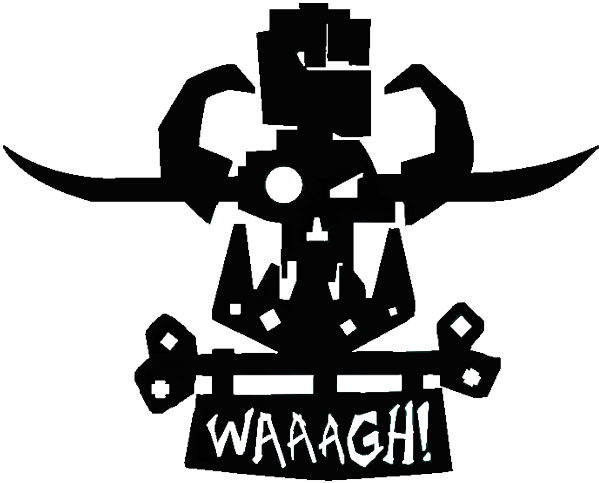


WARLORD BLAKTOOF

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warlord Blaktoof	10	3[5]+	5/-4	Kustom Kombi Shoota [A,Fire] Power Claws [B]	25 -	4 -	-2 -	[HQ3], [DR2], Special
Mega Nobz Close Combat	10	3[5]+	4/-3	Power Claws [B]	-	-	-	[HQ1], [R]



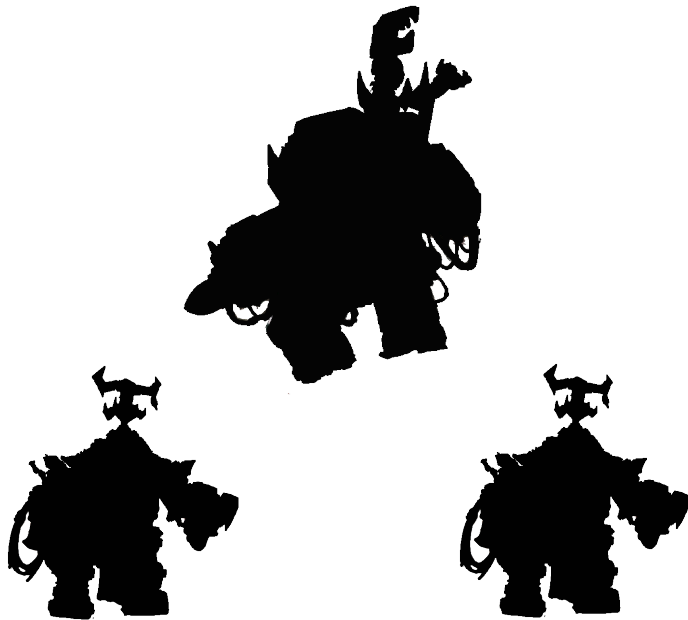
+3 Victory Points

Your opponent gains +3VP when attached formation is broken

SPECIAL FORMATION

WARLORD UGRAK

Consists of 1 Warlord Ugrak stand and 2 Mega Nobz CC stands



250 Point Value

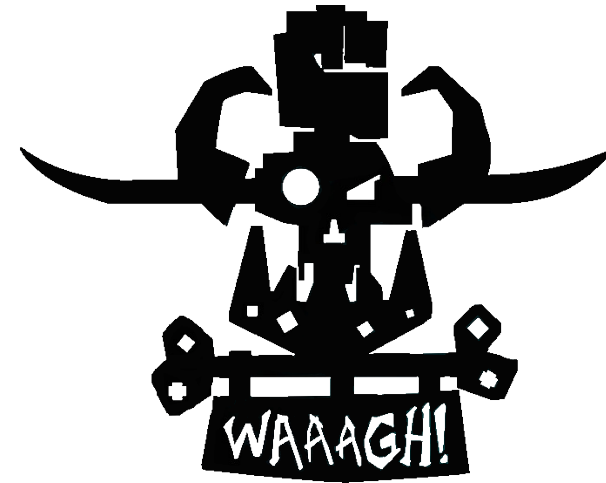


WARLORD UGRAK

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warlord Ugrak	10	3[5]+	6/-4	Supra Kustom Kombi Shoota [A] Power Weapon [B]	25 -	4 -	-3 -	[HQ3], [DR2]
Mega Nobz Close Combat	10	3[5]+	4/-3	Power Claws [B]	-	-	-	[HQ1], [R]



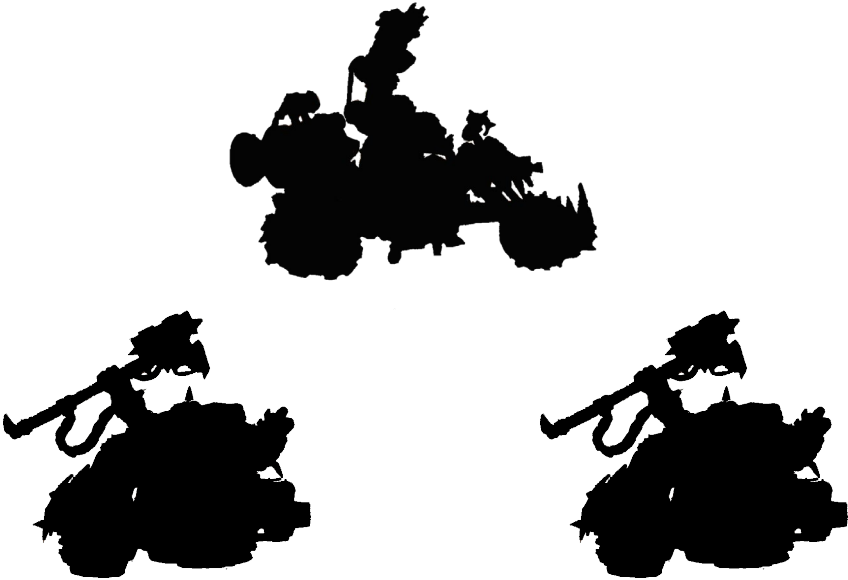
+3 Victory Points

Your opponent gains +3VP when attached formation is broken

SPECIAL FORMATION

WAZDAKKA GUTSMEK

Consists of 1 Warboss Wazdakka Gutsmek stand and 2 Nobz Warbike stands





250 Point Value

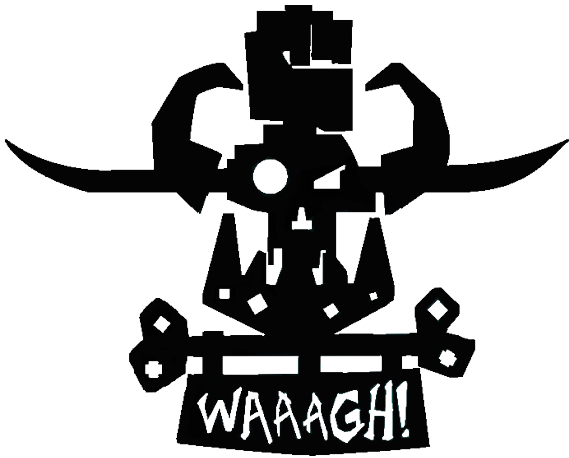


WARBOSS ZHADSNARK DA RIPPA

Break Point +2: Warboss Wazdakka Gutsmek adds +2 to the break point it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Wazdakka Gutsmek	30[T]	3[5]+	4/-3	Psykogatler [A] Grabba Dragga	25 10	6 1	-1 -3	[HQ2], [DR2], [IWD], [LW], Special
Nobz, Warbikes [2]	30	5+	3/-2	Shootas [AP, A]	25	2	0	[HQ1]



+3 Victory Points

Your opponent gains +3VP when attached formation is broken

SPECIAL FORMATION

ZODGROD WORTSNAGGA

Consists of 1 Zodgrod Wortsnagga stand and 5 Gretchen stands



150 Point Value

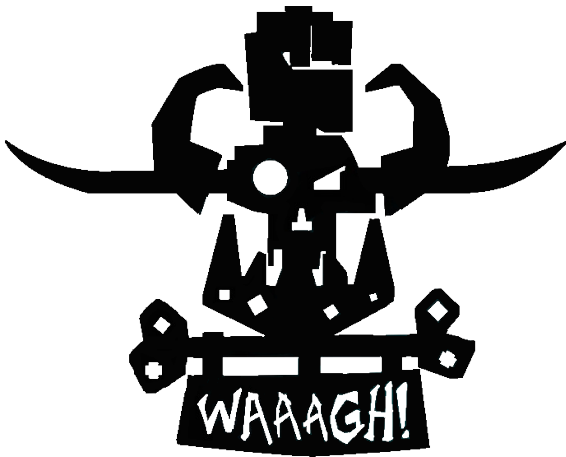


ZODGROD WORTSNAGGA

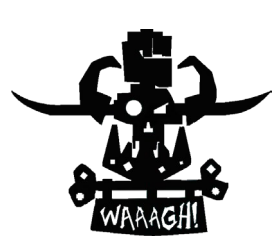
Break Point +2: Zodgrod Wortsnagga adds +2 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Zodgrod Gutsmek	10	4{6}+	4/-2	Skorcha [FW]	10	2	0	[HQ2], Special
Gretchen	10	-	1/0	Grot Blasta [A]	20	1	0	



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



BAD MOONZ



The Bad Moons have the following Instinctual Behaviors:

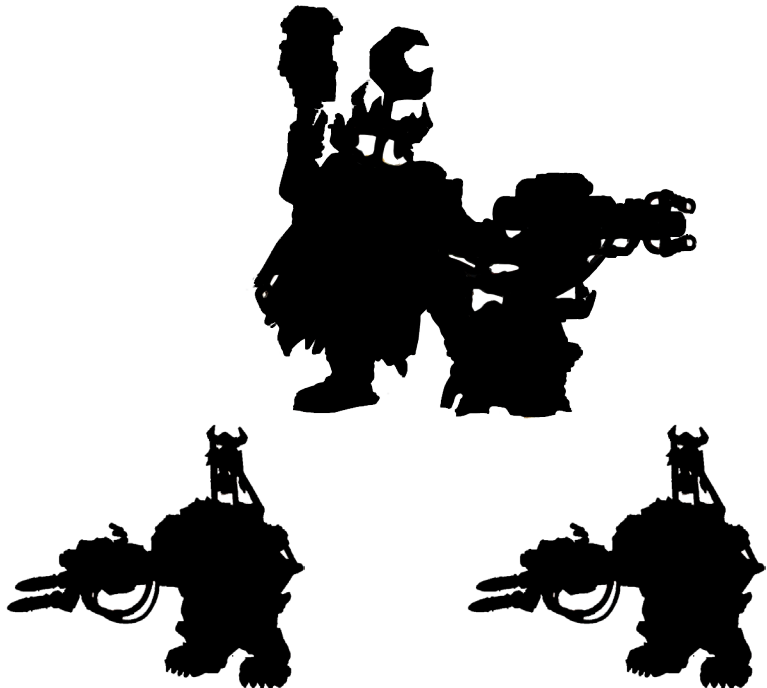
1. If there are targets within weapons range of Bad Moons formation they are treated as if they had FIRST FIRE orders. They may NOT move and will shoot at the closest opposing formation in range.
2. If there are NO targets within weapons range of the Bad Moons formation they are treated as if they had 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 "WAAARGH!" 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.).



SPECIAL FORMATION

UFTHAK BLACKHAWK

Consists of 1 Ufthak Blackhawk stand and 2 Mega Nobz stands





250 Point Value



UFTHAK BLACKHAWK

Break Point +2: 1 Ufthak Blackhawk adds +2 to the break point of the formation it is added to.

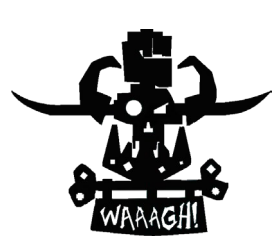
Morale Value 5+: 1 Ufthak Blackhawk have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ufthak Blackhawk	10[T]	4[6]+	4/-3	Shokk Rifle [HY] Snazzhammer [B]	25 -	1 -	-2 -	[HQ2], Special
Mega Nobz	10	3[5]+	2/-3	Kombi Shoota [A] Power Claws [B]	25 -	3 -	-2 -	[HQ1], [R]



+3 Victory Points

Your opponent gains +3VP when attached formation is broken



BLOOD AXES



The Blood Axes have the following Instinctual Behaviors:

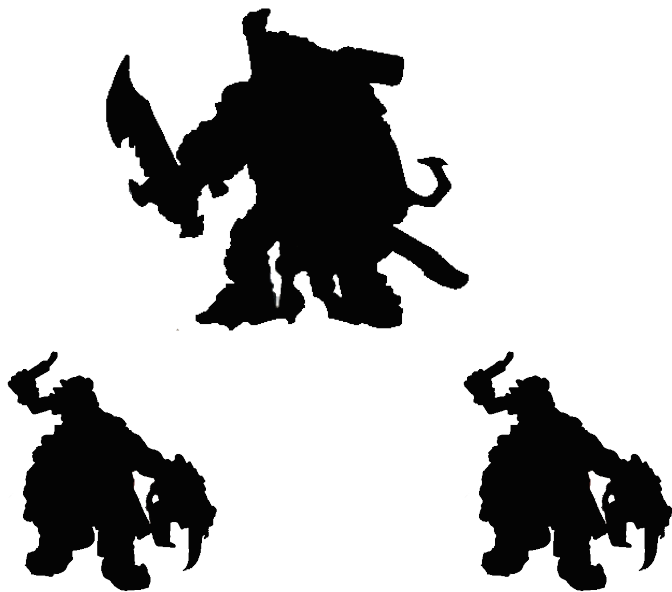
1. Blood Axe formations will be treated as having ADVANCE orders.
2. If the Ork player is behind in VP total versus his opponent, Blood Axe formations will advance move towards the closest table edge and ONLY fire on opposing formations within 25cms in the Advance fire phase.
3. Once a Blood Axe formation 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.



SPECIAL FORMATION

BOSS SNIKROT

Consists of 1 Boss Snikrot stand and 2 Kaptin stands





150 Point Value



BOSS SNIKROT

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

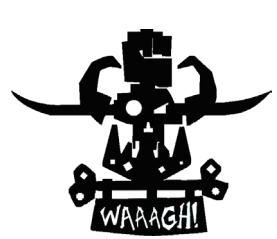
Morale Value 5+: Boss Snikrot have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Boss Snikrot	15	[6]+	4/-3	Mork's Teeth [B]	-	-	-	[HQ2], [IF], [SH], [FR], Special
Kaptain	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R], [IF], [SH], [AG], Special

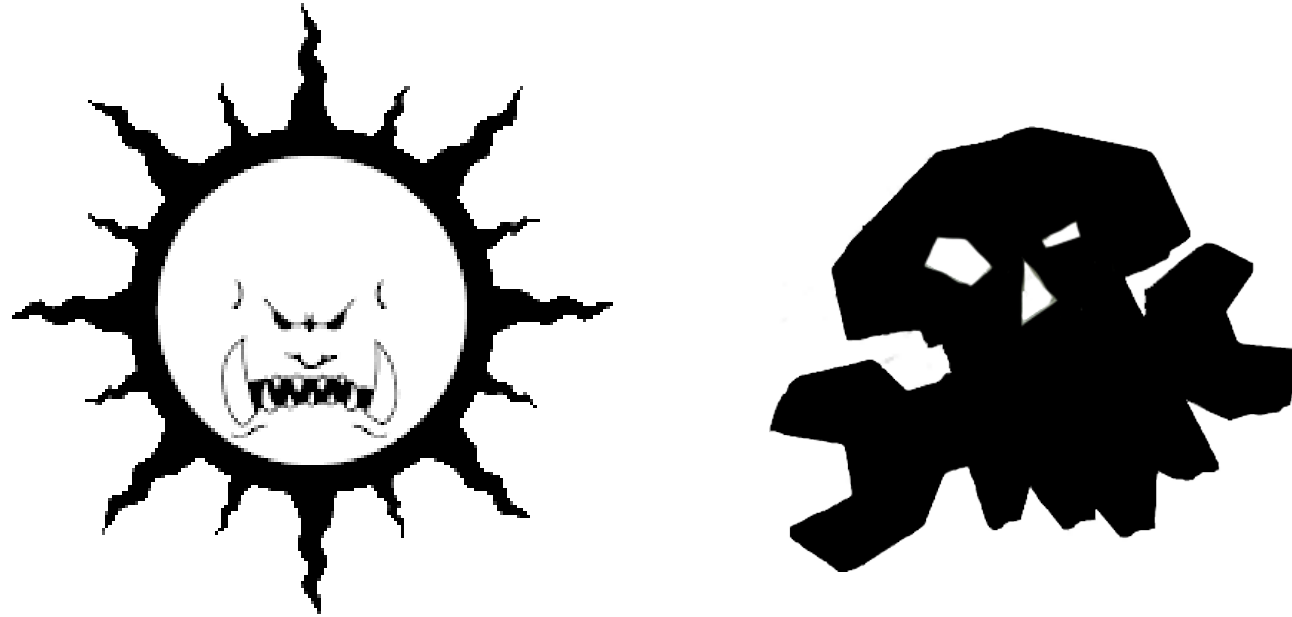


+2 Victory Points

Your opponent gains +2VP when attached formation is broken



EVIL SUNZ AND RENEGADE MEKBOYZ



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

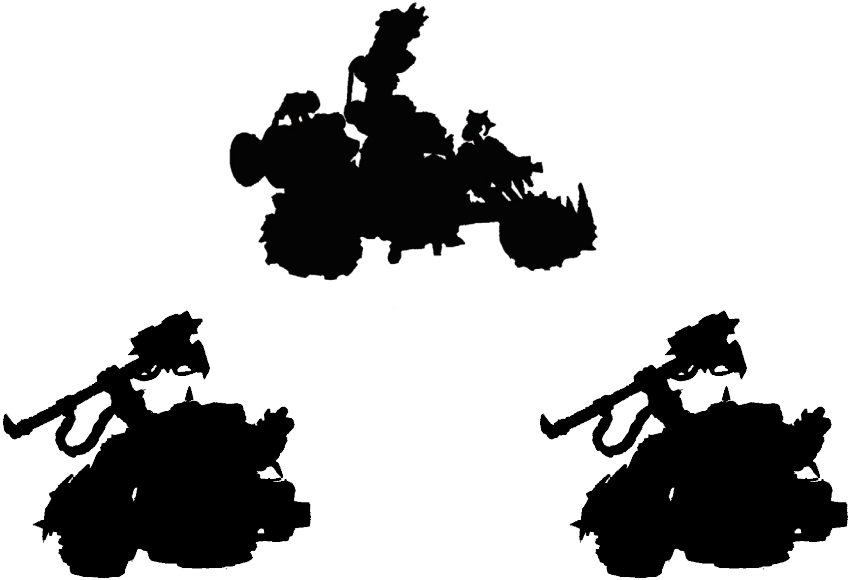
1. Evil Sunz/Renegade Mekboy formations will be treated as having CHARGE orders.
2. They can otherwise act normally according to the Ork players' wishes if they are on CHARGE orders. However, they **MUST** move **AT LEAST** at their base move or GREATER.
3. Waargh Energy Level: If the Waargh Energy level 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.



SPECIAL FORMATION

WARBOSS ZHADSNARK DA RIPPA

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





250 Point Value

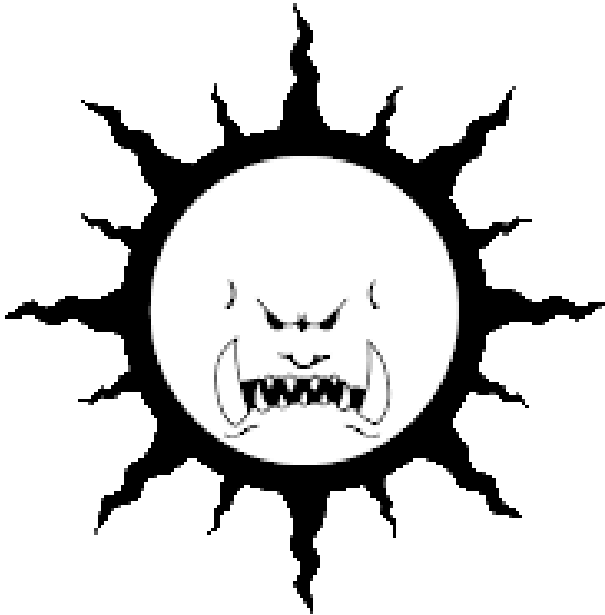


WARBOSS ZHADSNARK DA RIPPA

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

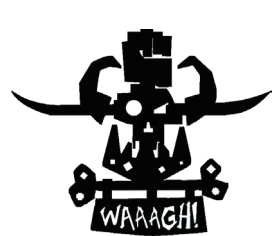
Morale Value 5+: Warboss Zhadsnark Da Rippa have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Da Rippa	35	3[5]+	4/-4	'Eavy Shootas [AP,A]	25	4	-1	[HQ3], [DR2], [AG], Special
Nobz, Warbikes [2]	30	5+	3/-2	Shootas [AP, A]	25	2	0	[HQ1]



+3 Victory Points

Your opponent gains +3VP when attached formation is broken



FREEBOOTERZ



The Freebooterz have the following Instinctual Behaviors:

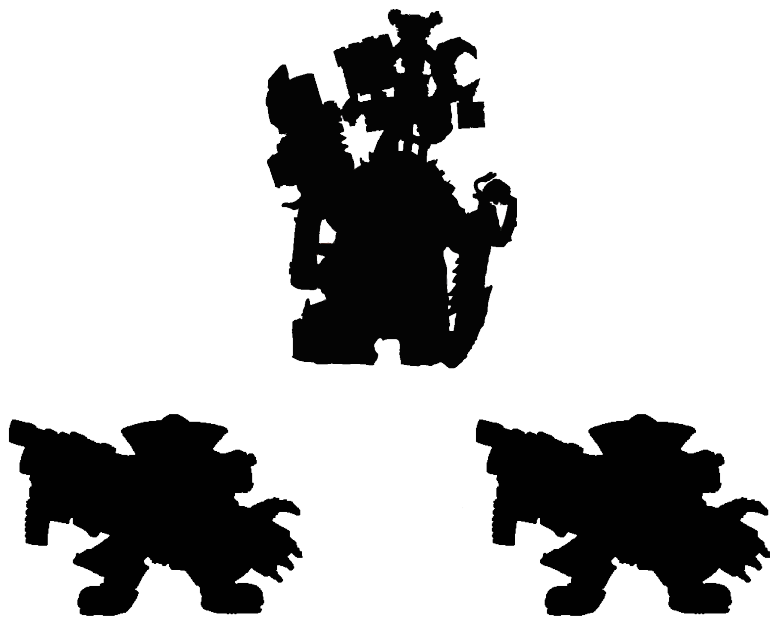
1. Freebooterz formations can be given any order.
2. Freebooterz formations gain a +1 bonus to morale and reserve rolls.
3. When there are 2 or more Freebooterz formations on the tabletop, the bonus to morale is ignored. However, Freebooterz formations now get a +2 bonus to reserve rolls.
4. Freebooterz 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 "WAAARGH!" or higher (modified rolls of 8+). In this case all Freebooterz formation gain +1AD for ranged fire attack if on FIRST FIRE orders.



SPECIAL FORMATION

KAPTIN BADRUKK

Consists of 1 Kaptin Badrukk stand and 2 Freebooterz Nobz stands





200 Point Value



KAPTIN BADRUKK

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

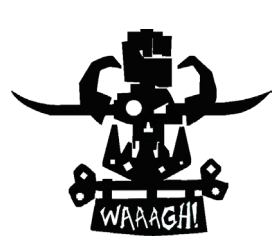
Morale Value 5+: Kaptin Badrukk have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kaptin Badrukk	10	3[5]+	3/-2	Da Rippa [A,Fire] Power Weapon [B]	25 -	4 -	-3 -	[HQ3], [DR2]
Freebooterz Nobz	10	6+	2/-1	Snazzgunz [A]	25	3	-1	[HQ1], [R]



+2 Victory Points

Your opponent gains +2VP when attached formation is broken



GOFFS



The Goffs have the following Instinctual Behaviors:

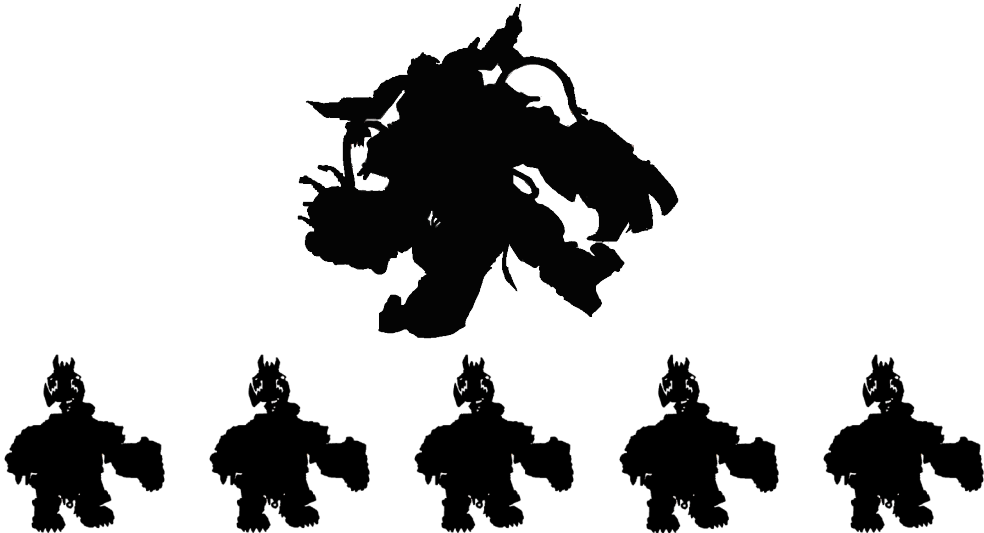
1. Goff formations will be treated as having CHARGE orders.
2. Goff formations **MUST** charge and engage in close combat any opposing formations within their charge movement range.
3. The Ork player may purchase Bonecruncher and Gutrippa formations at a 50-point discount on its base cost.
4. Waargh 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.



SPECIAL FORMATION

GHAZGHKULL THRAKA

Consists of 1 Ghazghkull Thraka stand and 5 Mega Nobz CC stands





600 Point Value



BUZZGOB BIG MEK

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ghazghkul Thraka	15	2[4]+	6/-5	Supra Kustom Combi Shoota [A] Power Weapon [B]	25/50 -	4 -	-3 -	[HQ3], [DR3], [IWD], [FR], Special
Mega Nobz Close Combat	10	3[5]+	4/-3	Power Claws [B]	-	-	-	[HQ1], [R]



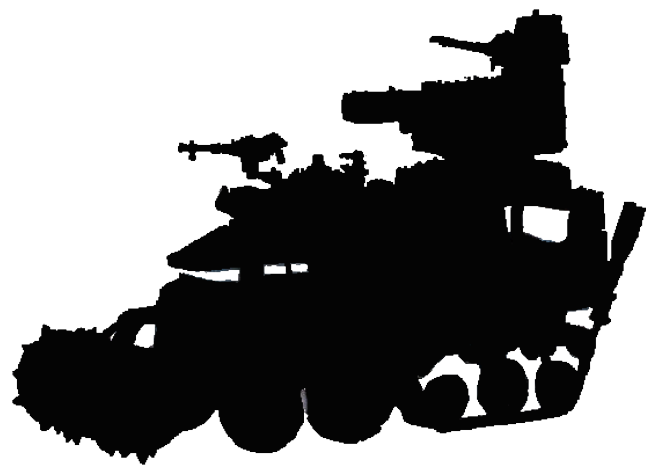
+6 Victory Points

Your opponent gains +6VP when attached formation is broken

SPECIAL TRANSPORT FORMATION

BLAKK THUNDA

Consists of 1 Blakk Thunda model as transport for the Ghazghkull thraka special card.



350 Point Value



BLAKK THUNDA

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Blakk Thunda [4]	20	1+	6/-4	Deth Kannon [B3]	50/100	1	-5	[DR6], [TR6], Special
				Skullhamma				
				Kannon	30/60	2	-3	
				Gigashoota				
				Kannon	25/50	2-20	-1	
				Rokkits	25	4	-2	
				Scorcha [FW]	10	6	0	
				Shootas [AP,A]	25	8	0	



+4 Victory Points

Your opponent gains +4VP when attached formation is broken



SNAKEBITES



The Snakebites have the following Instinctual Behaviors:

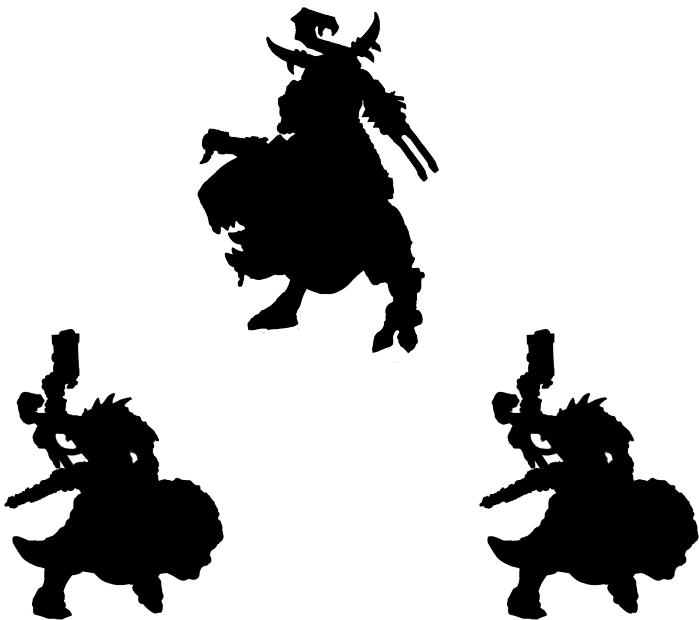
1. The Snakebites formations will be treated as having CHARGE orders.
2. The Snakebites formations will move towards the closest opposing INFANTRY formation OR if no opposing infantry formation is closest, select the opposing formation according to pinning class from lowest to highest (i.e. pinning class 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).



SPECIAL FORMATION

MOZROG SKRAGBAD

Consists of 1 Mozgrod Skragbad stand and 2 Snakebite Nobz on Squigsaur stands



150 Point Value



MOZROG SKRAGBAD

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mozrog Skragbad on Squigsaur	20	3[5]+	5/-3	Rokkits [A] Power Claw [B]	25 -	2 -	-2 -	[HQ3], Special
Snakebite Nobz on Squigsaur	20	6+	3/-1	Twinshoota [A]	20	3	0	[HQ1], [R], Special



+2 Victory Points

Your opponent gains +2VP when attached formation is broken