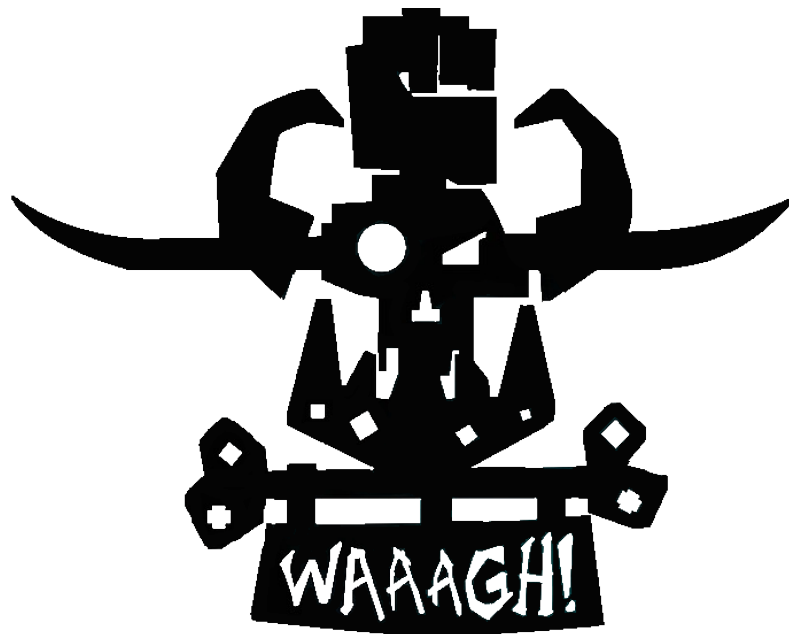




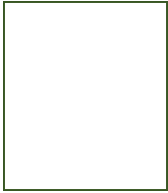
ORKS



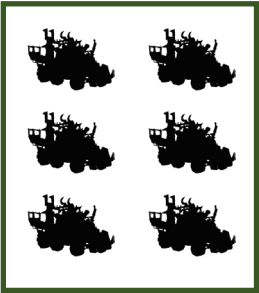
TRANSPORT CARDS
MKV



TRANSPORT CARD SYMBOLS



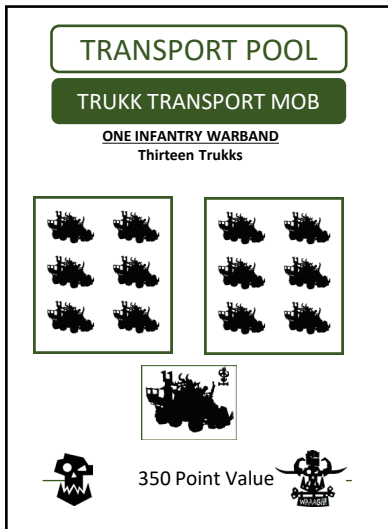
Transport Cards that are added to Company Cards will have their total number divided into as many formations (detachments/mobs/etc) as the Company Card possesses. To aid players in identifying how many elements and formations the transport card is divided into. They will be grouped into **boxes** signifying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



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



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



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

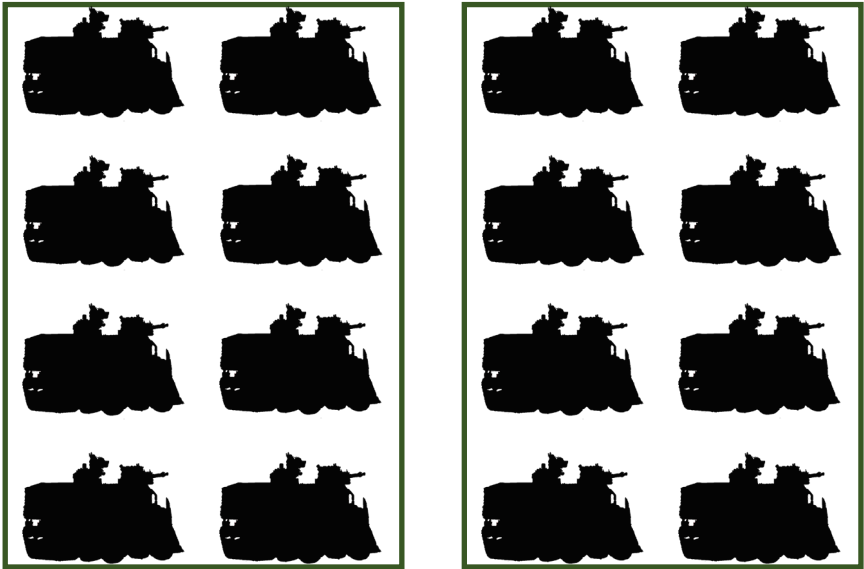
TRANSPORT CARDS
FOR USE WITH ANY ORK
INFANTRY FORMATIONS

BATTLEWAGON TRANSPORTS

TRANSPORT POOL

'ARDCASE BATTLEWAGONS
TRANSPORT MOB

ONE INFANTRY WARBAND
Eighteen 'Ardcase Battlewagons



1350 Point Value

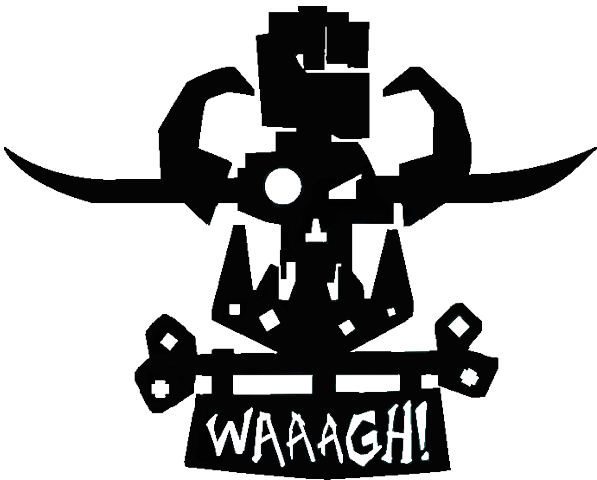


'ARDCASE BATTLEWAGONS
TRANSPORT MOB

Break Point +7: The adds +7 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon	20	2+	3/-2	Killkannon [B2]	20/35	1	-2	[DR2], [TR2]
with				Big Zzappa	25/50	1	-2	
'Ardcase				Shootas (AP,A)	25	4	0	



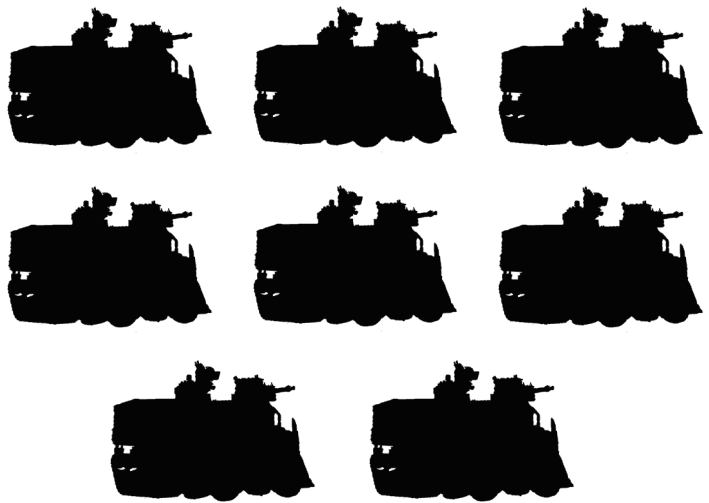
+14 Victory Points

Your opponent gains +7VP when attached formation is broken

TRANSPORT POOL

'ARDCASE BATTLEWAGONS
TRANSPORT MOB

ONE BOYZ MOB
Eight 'Ardcase Battlewagons



600 Point Value

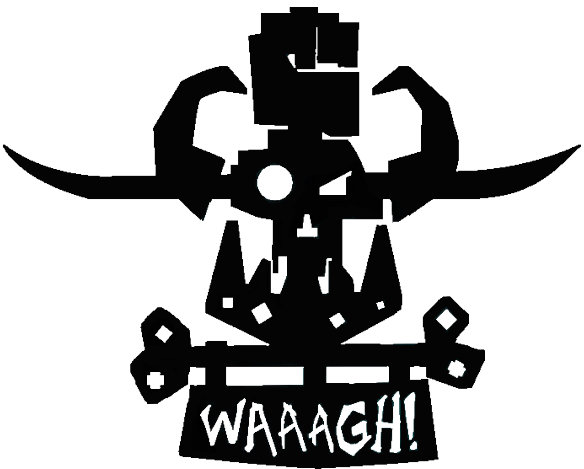


'ARDCASE BATTLEWAGONS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon	20	2+	3/-2	Killkannon [B2]	20/35	1	-2	[DR2], [TR2]
with				Big Zzappa	25/50	1	-2	
'Ardcase				Shootas [AP,A]	25	4	0	



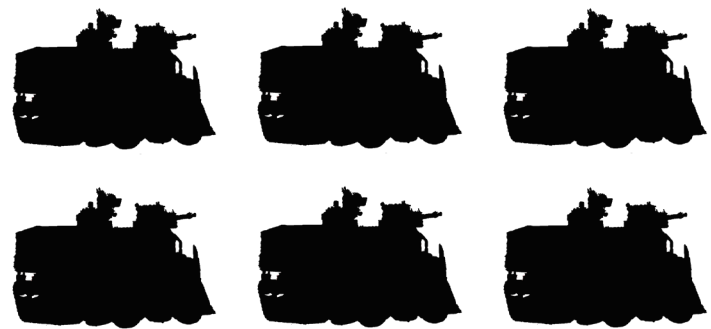
+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

'ARDCASE BATTLEWAGONS
TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Six 'Ardcase Battlewagons



450 Point Value

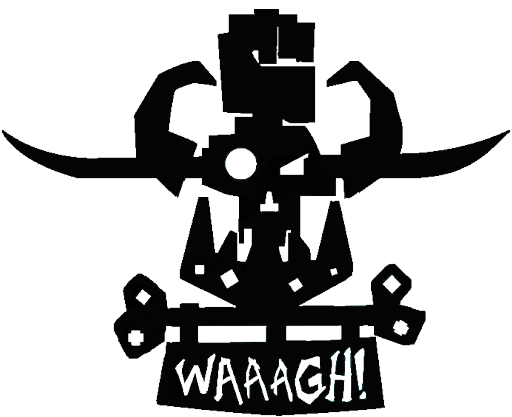


'ARDCASE BATTLEWAGONS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon	20	2+	3/-2	Killkannon [B2]	20/35	1	-2	[DR2], [TR2]
with				Big Zzappa	25/50	1	-2	
'Ardcase				Shootas [AP,A]	25	4	0	



+5 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

'ARDCASE BATTLEWAGONS
TRANSPORT MOB

ONE INFANTRY COMMAND MOB
Two 'Ardcase Battlewagon



150 Point Value

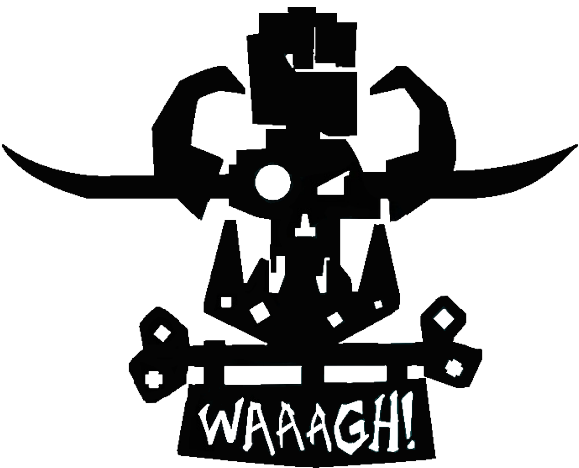


'ARDCASE BATTLEWAGONS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon	20	2+	3/-2	Killkannon [B2]	20/35	1	-2	[DR2], [TR2]
with				Big Zzappa	25/50	1	-2	
'Ardcase				Shootas [AP,A]	25	4	0	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

'ARDCASE BATTLEWAGONS
TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
Two 'Ardcase Battlewagon



150 Point Value

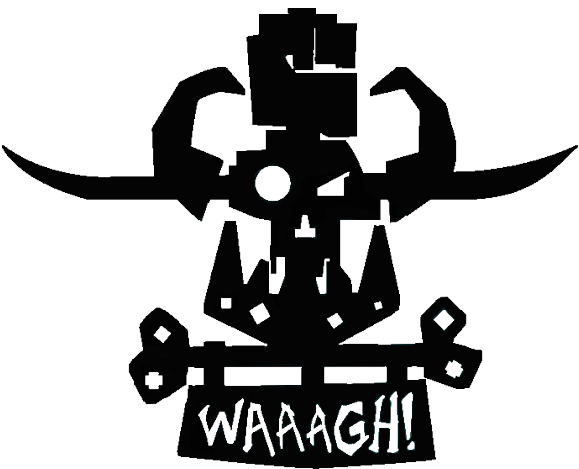


'ARDCASE BATTLEWAGONS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon	20	2+	3/-2	Killkannon [B2]	20/35	1	-2	[DR2], [TR2]
with				Big Zzappa	25/50	1	-2	
'Ardcase				Shootas [AP,A]	25	4	0	



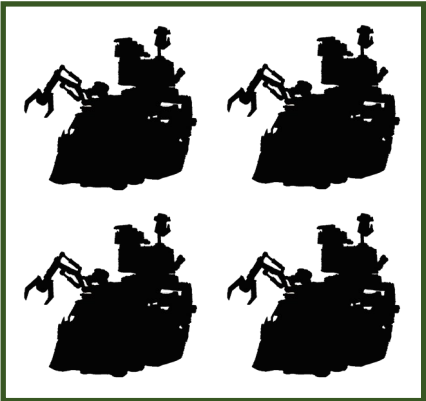
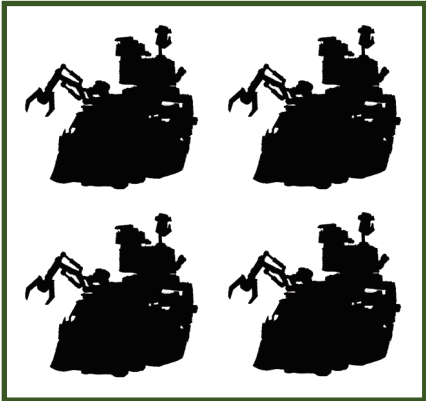
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BATTLEWAGONS TRANSPORT MOB

ONE INFANTRY WARBAND
Nine Battlewagons



500 Point Value

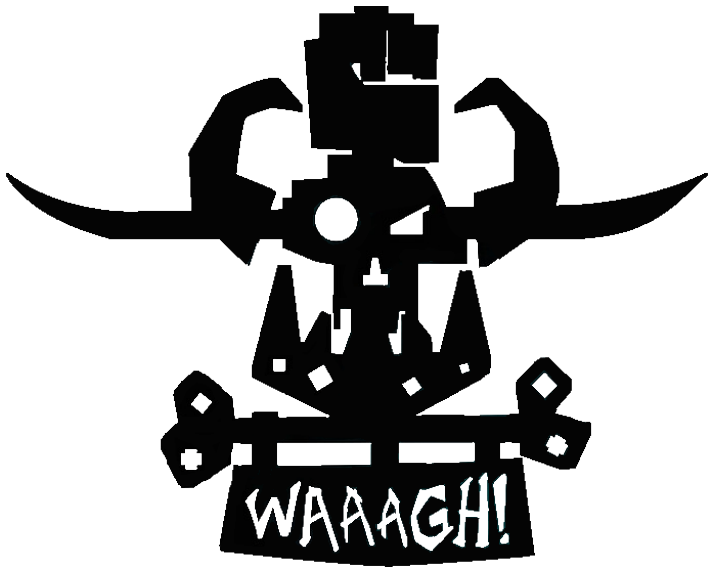


BATTLEWAGONS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon	20	3+	3/-2	Kannon [B] Shootas [AP,A]	20/35 25	1 4	-2 0	[DR2], [TR4], [OT]



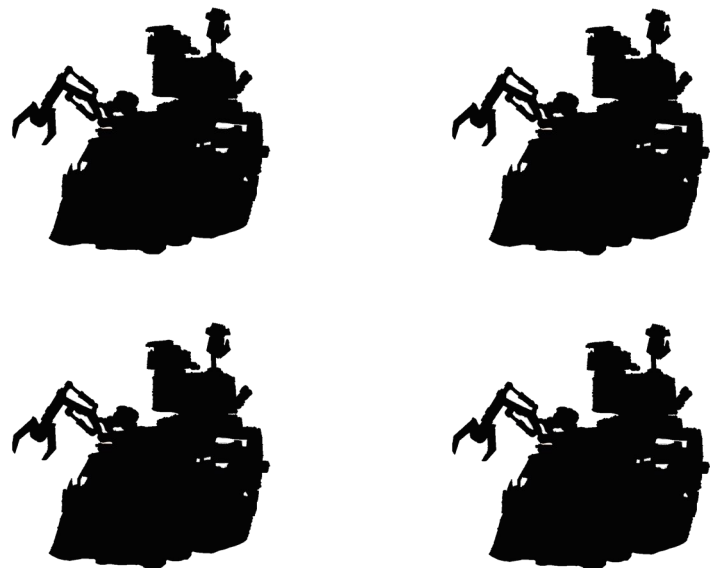
+5 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

BATTLEWAGONS TRANSPORT MOB

ONE BOYZ MOB
Four Battlewagons



250 Point Value

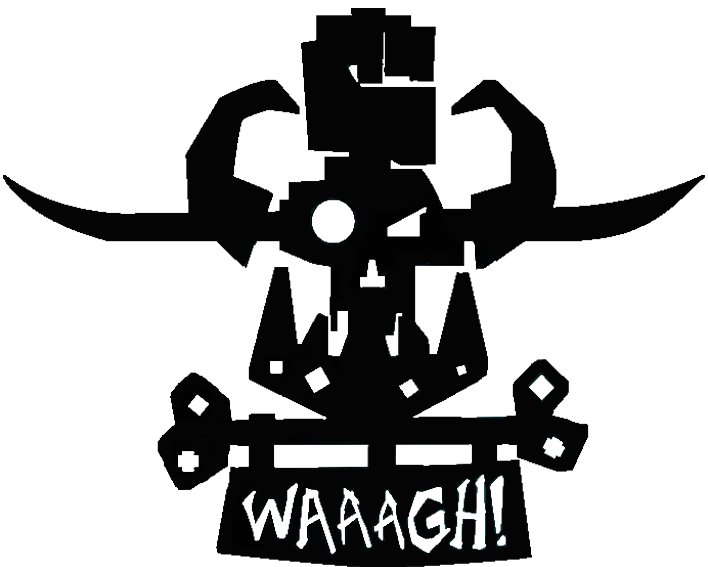


BATTLEWAGONS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon	20	3+	3/-2	Kannon [B] Shootas [AP,A]	20/35 25	1 4	-2 0	[DR2], [TR4], [OT]



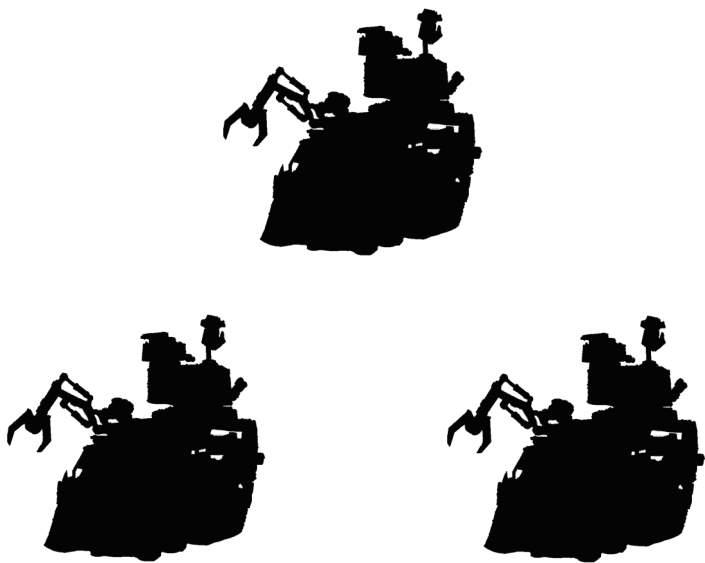
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BATTLEWAGONS TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Three Battlewagons



150 Point Value

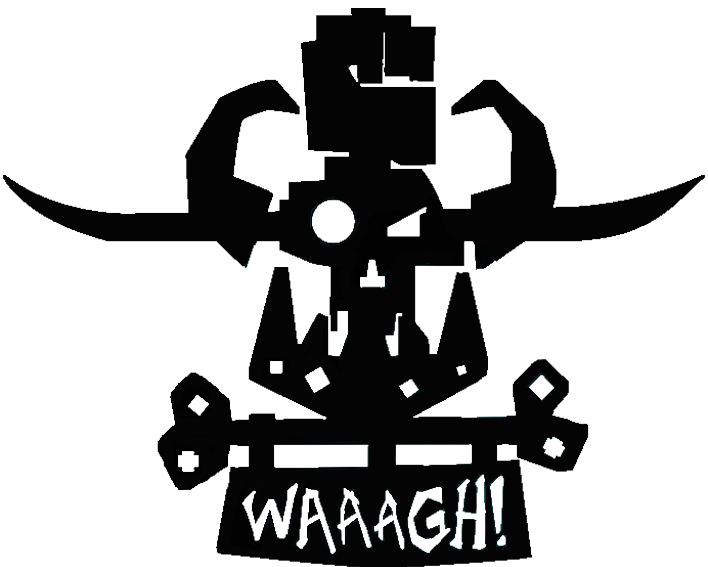


BATTLEWAGONS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon	20	3+	3/-2	Kannon [B] Shootas [AP,A]	20/35 25	1 4	-2 0	[DR2], [TR4], [OT]



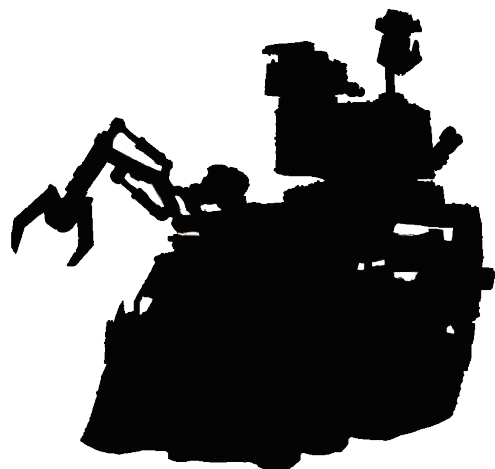
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BATTLEWAGONS TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Battlewagon



50 Point Value

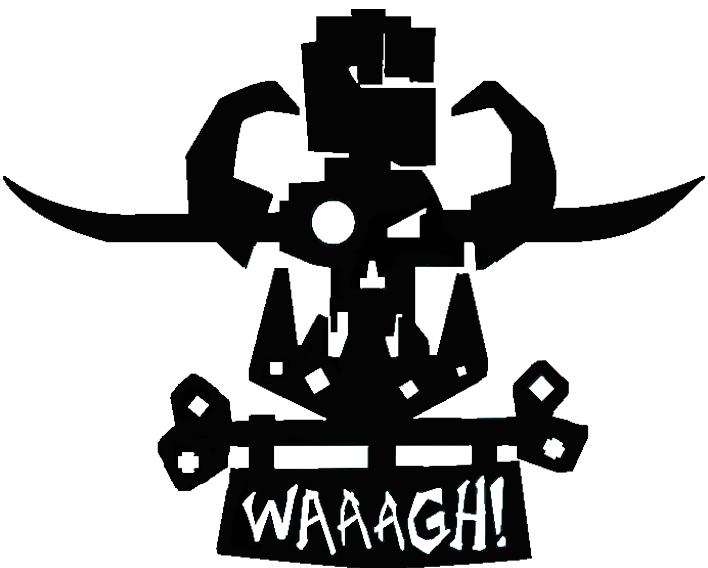


BATTLEWAGONS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon	20	3+	3/-2	Kannon [B] Shootas [AP,A]	20/35 25	1 4	-2 0	[DR2], [TR4], [OT]



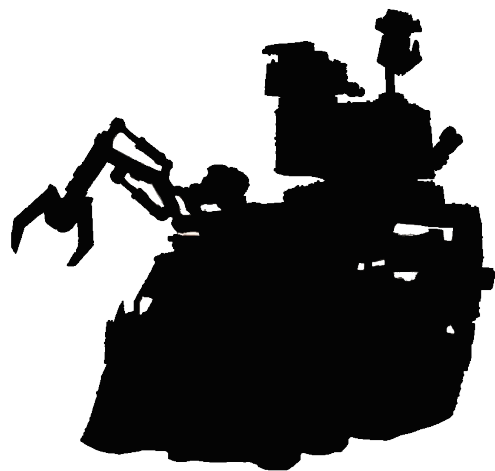
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BATTLEWAGONS TRANSPORT MOB

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



50 Point Value

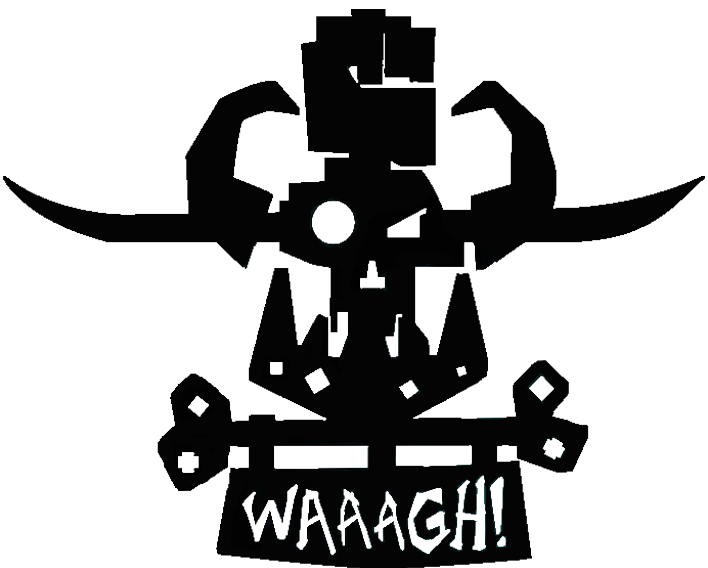


BATTLEWAGONS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon	20	3+	3/-2	Kannon [B] Shootas [AP,A]	20/35 25	1 4	-2 0	[DR2], [TR4], [OT]



+1 Victory Points

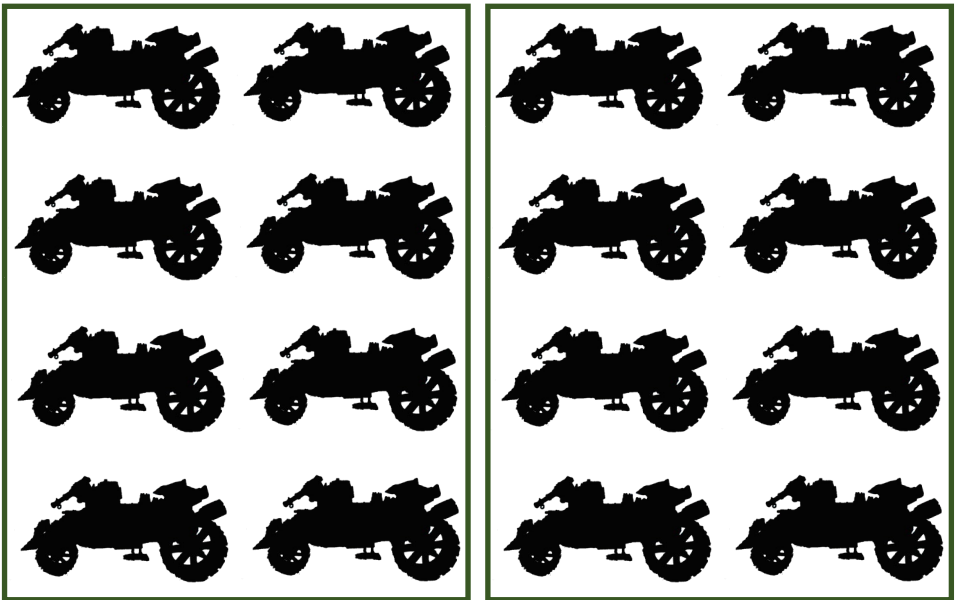
Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

LIGHT BATTLEWAGONS TRANSPORT
MOB

ONE INFANTRY WARBAND

Eighteen Light Battlewagons



650 Point Value

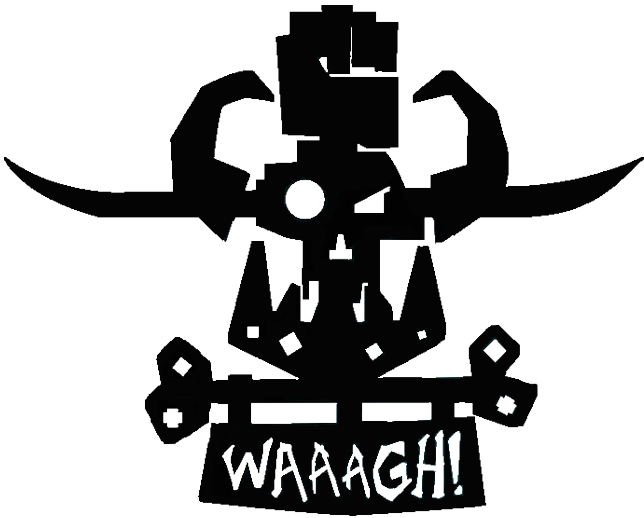


LIGHT BATTLEWAGONS TRANSPORT
MOB

Break Point +7: The adds +7 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon , Light	25	4+	2/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 1	-2 0	[TR2], Special



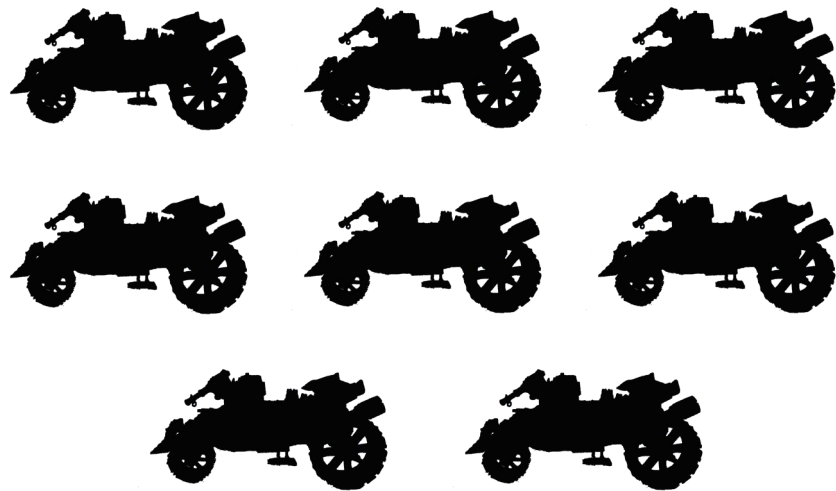
+7 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

LIGHT BATTLEWAGONS TRANSPORT
MOB

ONE BOYZ MOB
Eight Light Battlewagons



300 Point Value

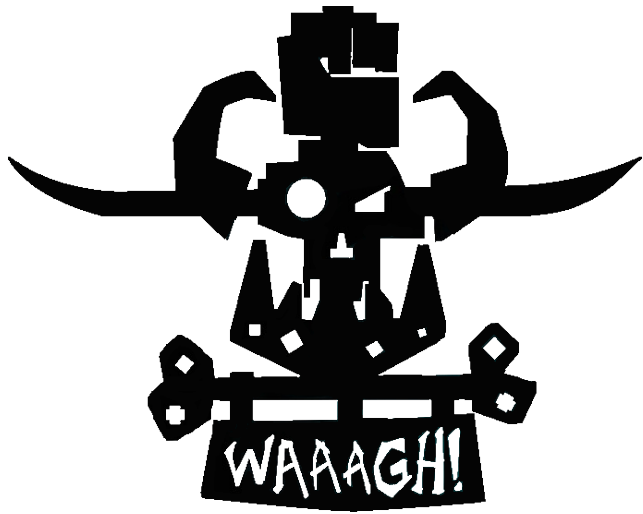


LIGHT BATTLEWAGONS TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon , Light	25	4+	2/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 1	-2 0	[TR2], Special



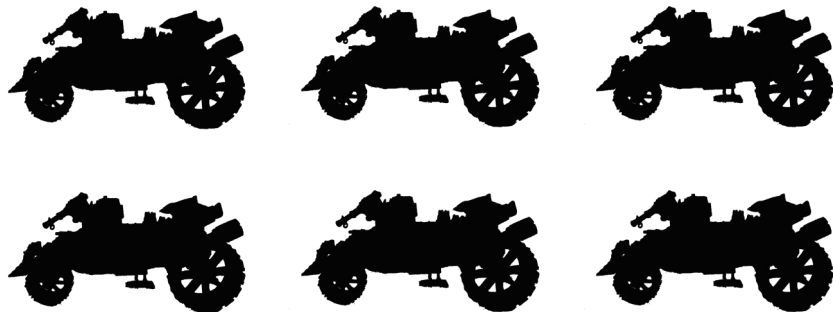
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

LIGHT BATTLEWAGONS TRANSPORT
MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Six Light Battlewagons



200 Point Value

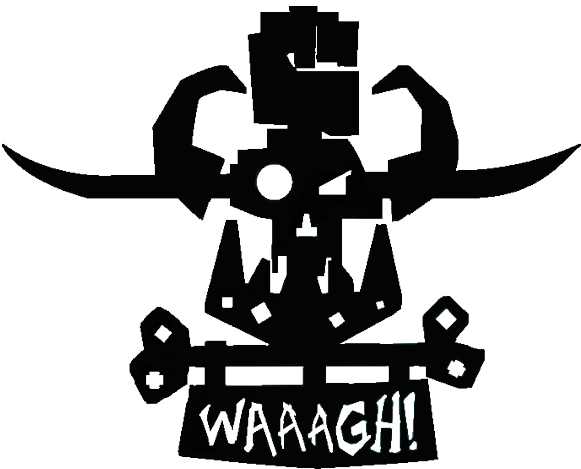


LIGHT BATTLEWAGONS TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon , Light	25	4+	2/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 1	-2 0	[TR2], Special



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

LIGHT BATTLEWAGONS TRANSPORT
MOB

ONE INFANTRY COMMAND MOB
Two Light Battlewagon



50 Point Value

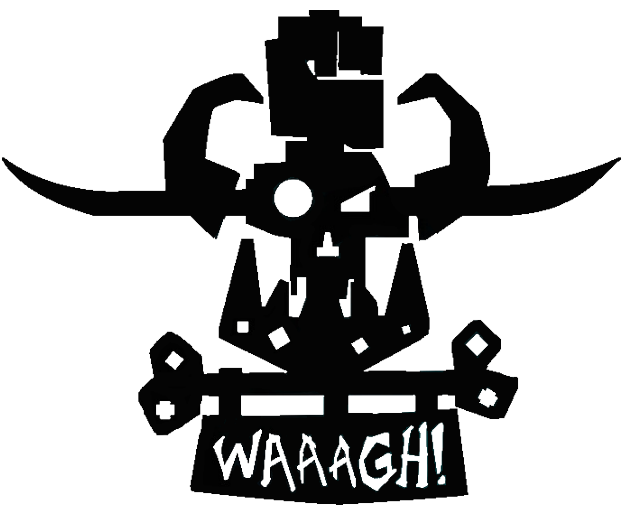


LIGHT BATTLEWAGONS TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon , Light	25	4+	2/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 1	-2 0	[TR2], Special



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

LIGHT BATTLEWAGONS TRANSPORT
MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
Two Light Battlewagon



50 Point Value

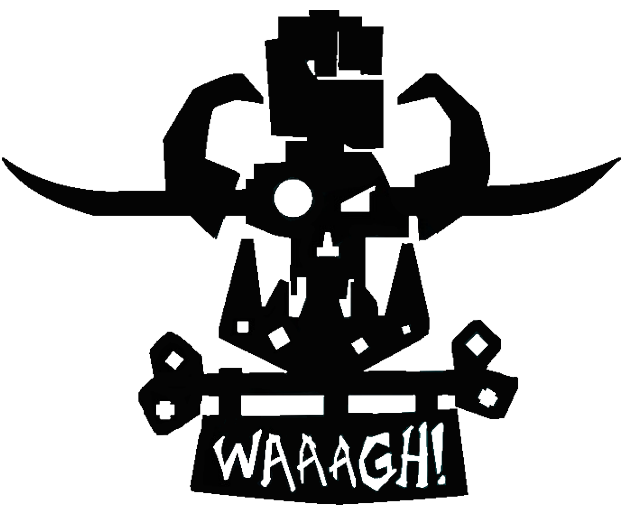


LIGHT BATTLEWAGONS TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon , Light	25	4+	2/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 1	-2 0	[TR2], Special



+1 Victory Points

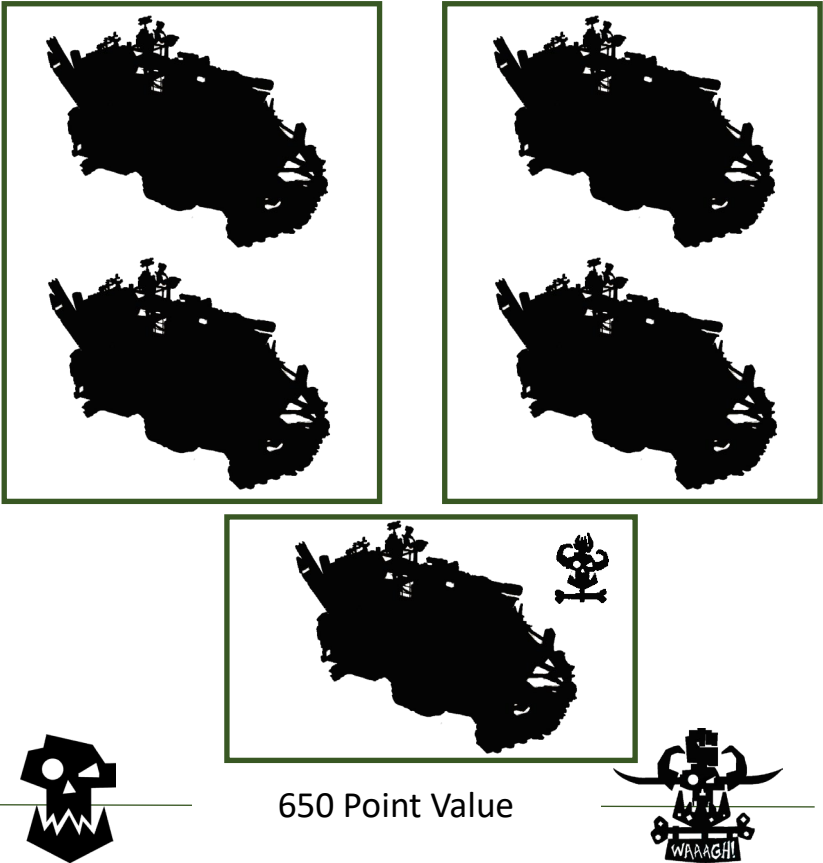
Your opponent gains +1VP when attached formation is broken

BATTLEFORTESS TRANSPORTS

TRANSPORT POOL

BATTLEFORTRESS TRANSPORT MOB

ONE INFANTRY WARBAND
Five Battlefortresses



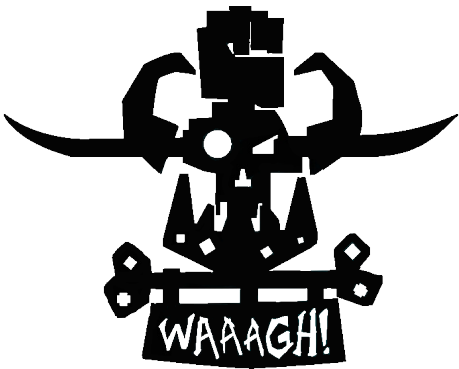
650 Point Value

BATTLEFORTRESS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battle Fortress	15	2+	5/-3	Zzappa Gun	20/35	2	-2	[DR3], [TR8], Special
				Kannon [B]	20/35	1	-2	
				Rokkits	25	4	-2	
				Scorcha [FW]	10	3	0	
				Shootas [AP,A]	25	6	0	



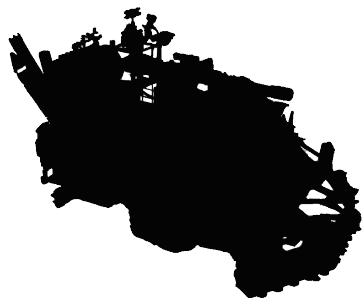
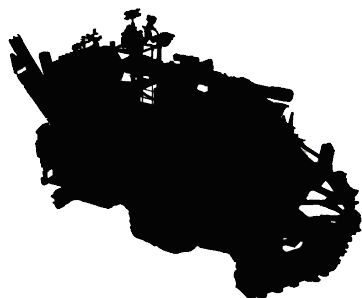
+7 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

BATTLEFORTRESS TRANSPORT MOB

ONE BOYZ MOB
Two Battlefortresses



250 Point Value

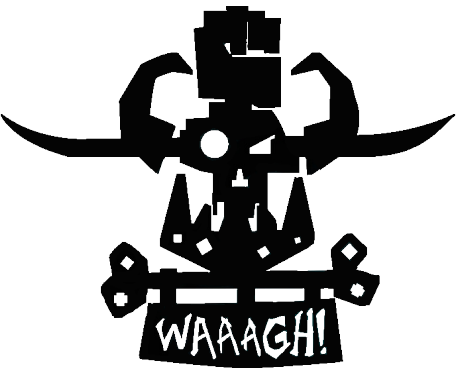


BATTLEFORTRESS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battle Fortress	15	2+	5/-3	Zzappa Gun	20/35	2	-2	[DR3], [TR8], Special
				Kannon [B]	20/35	1	-2	
				Rokkits	25	4	-2	
				Scorcha [FW]	10	3	0	
				Shootas [AP,A]	25	6	0	



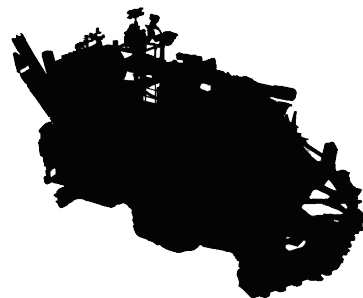
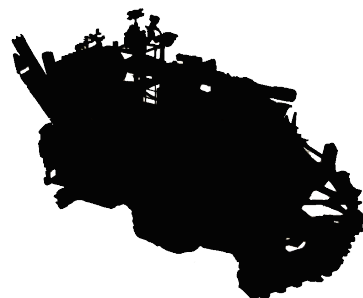
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BATTLEFORTRESS TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ or FREEBOOTERZ MOB
Two Battlefortresses



250 Point Value

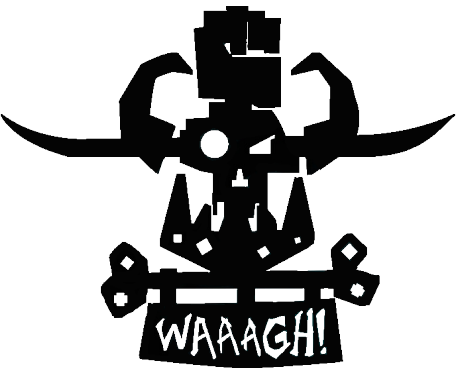


BATTLEFORTRESS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battle Fortress	15	2+	5/-3	Zzappa Gun	20/35	2	-2	[DR3], [TR8], Special
				Kannon [B]	20/35	1	-2	
				Rokkits	25	4	-2	
				Scorchas [FW]	10	3	0	
				Shootas [AP,A]	25	6	0	



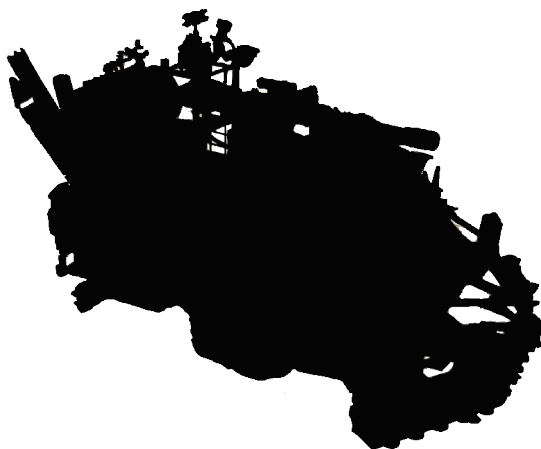
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BATTLEFORTRESS TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Battlefortresses



150 Point Value

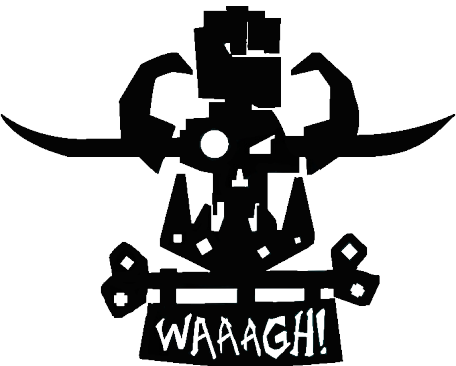


BATTLEFORTRESS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battle Fortress	15	2+	5/-3	Zzappa Gun	20/35	2	-2	[DR3], [TR8], Special
				Kannon [B]	20/35	1	-2	
				Rokkits	25	4	-2	
				Scorcha [FW]	10	3	0	
				Shootas [AP,A]	25	6	0	



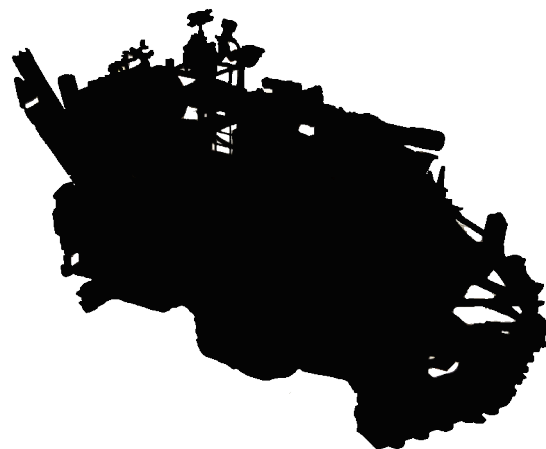
+2 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BATTLEFORTRESS TRANSPORT MOB

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



150 Point Value

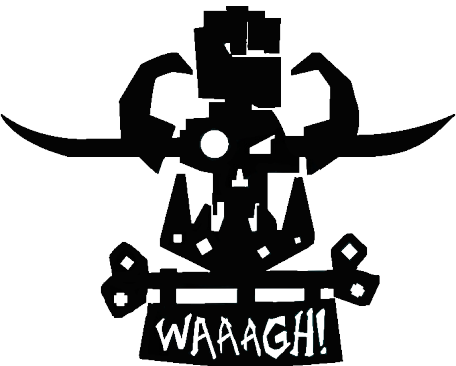


BATTLEFORTRESS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battle Fortress	15	2+	5/-3	Zzappa Gun	20/35	2	-2	[DR3], [TR8], Special
				Kannon [B]	20/35	1	-2	
				Rokkits	25	4	-2	
				Scorcha [FW]	10	3	0	
				Shootas [AP,A]	25	6	0	



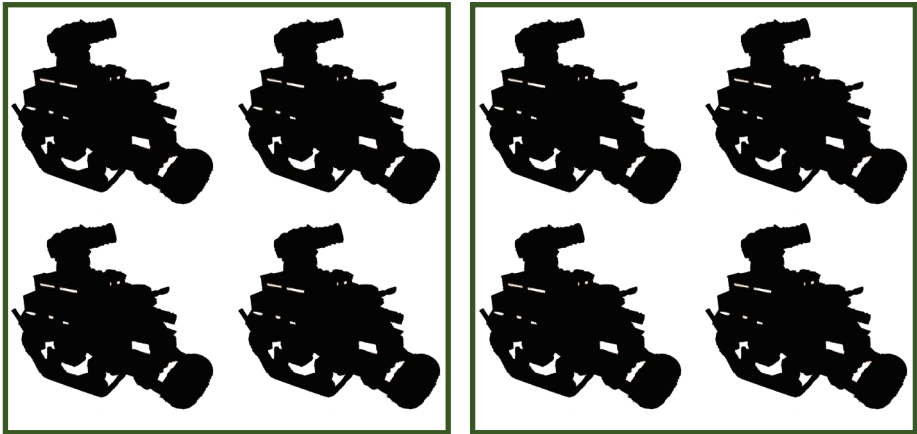
+2 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BOOMBUSTA BATTLEFORTRESS
TRANSPORT MOB

ONE INFANTRY WARBAND
Nine Boombusta Battlefortresses



1250 Point Value

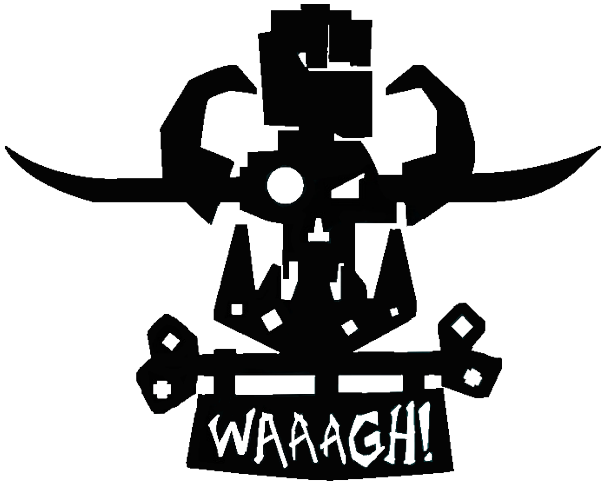


BOOMBUSTA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Boombusta Battle Fortress	15	2+	4/-3	Supa Lobba [B3,AY] Shootas (AP,A)	25/50 4	6 4	-2 0	[DR3], [TR4]



+13 Victory Points

Your opponent gains +7VP when attached formation is broken

TRANSPORT POOL

BOOMBUSTA BATTLEFORTRESS
TRANSPORT MOB

ONE BOYZ MOB

Four Boombusta Battlefortresses



550 Point Value

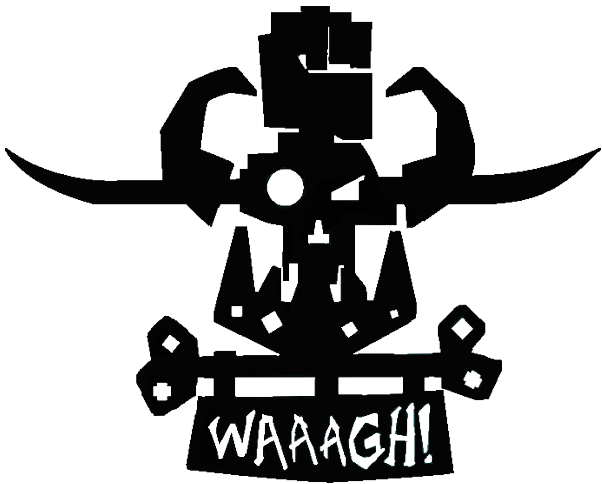


BOOMBUSTA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Boombusta Battle Fortress	15	2+	4/-3	Supa Lobba [B3,AY] Shootas [AP,A]	25/50 4	6 4	-2 0	[DR3], [TR4]



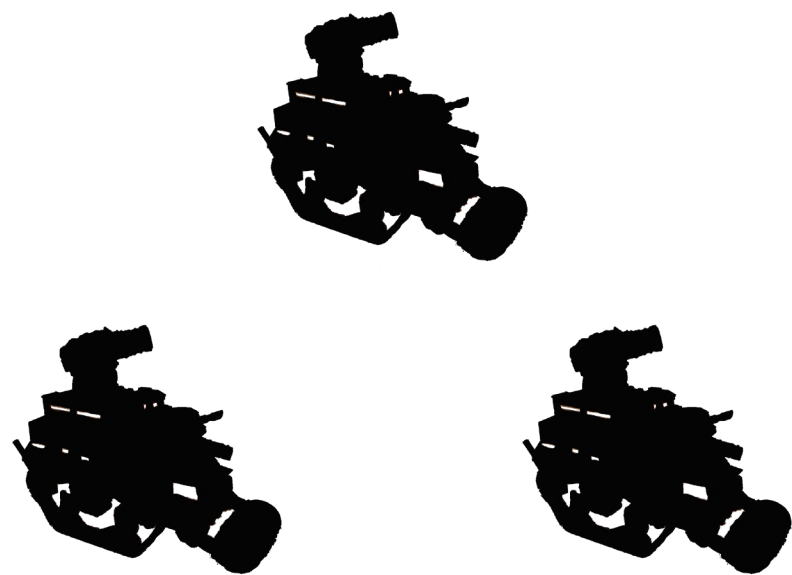
+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

BOOMBUSTA BATTLEFORTRESS
TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Three Boombusta Battlefortresses



400 Point Value

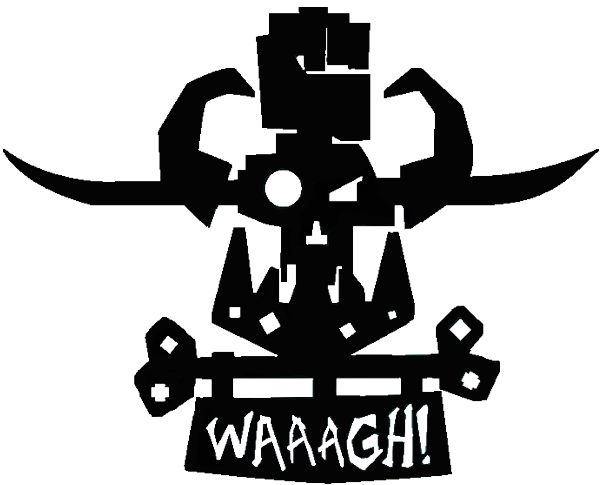


BOOMBUSTA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Boombusta Battle Fortress	15	2+	4/-3	Supa Lobba [B3,AY] Shootas [AP,A]	25/50 4	6 4	-2 0	[DR3], [TR4]



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BOOMBUSTA BATTLEFORTRESS
TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Boombusta Battlefortresses



150 Point Value

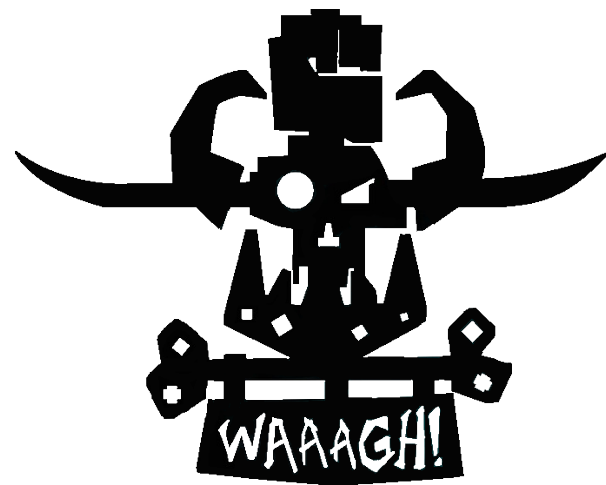


BOOMBUSTA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Boombusta Battle Fortress	15	2+	4/-3	Supa Lobba [B3,AY] Shootas [AP,A]	25/50 4	6 4	-2 0	[DR3], [TR4]



+2 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BOOMBUSTA BATTLEFORTRESS
TRANSPORT MOB

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



150 Point Value

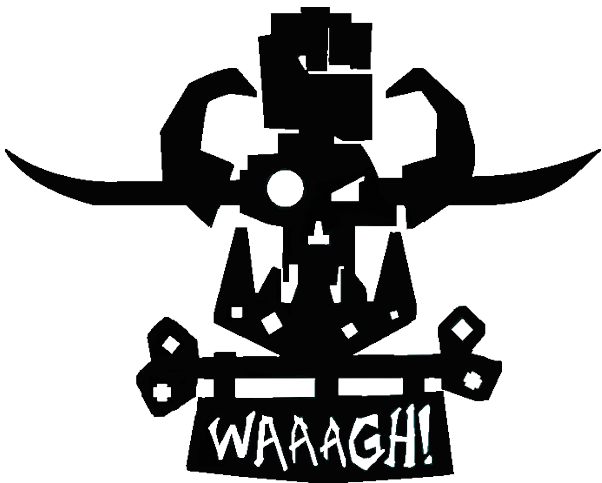


BOOMBUSTA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Boombusta Battle Fortress	15	2+	4/-3	Supa Lobba [B3,AY] Shootas [AP,A]	25/50 4	6 4	-2 0	[DR3], [TR4]



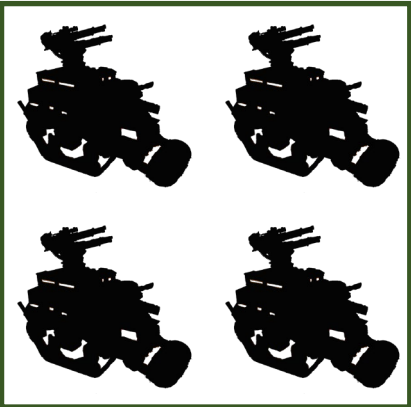
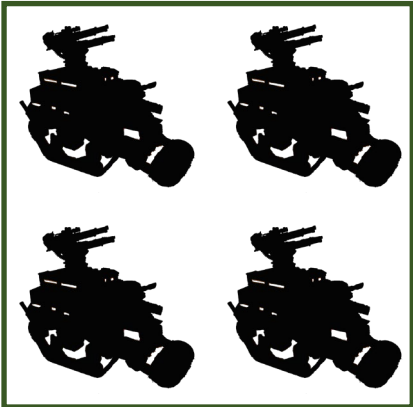
+2 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

FLAKKA DAKKA BATTLEFORTRESS
TRANSPORT MOB

ONE INFANTRY WARBAND
Nine Flakka Dakka Battlefortresses



1200 Point Value

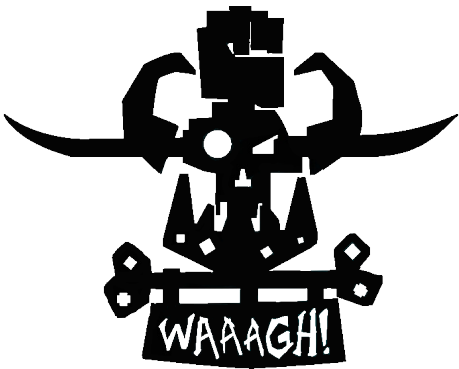


FLAKKA DAKKA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Flakka-Dakka Battle Fortress	15	2+	4/-3	Flakka Gun [AA,TL2]	25/50	2	-2	[DR3], [TR4]
				Supa Kannon [B]	30/60	1	-3	
				Big Zzappa	25/50	1	-2	
				Scorcha [FW]	10	4	0	
				Shootas [AP,A]	25	5	0	



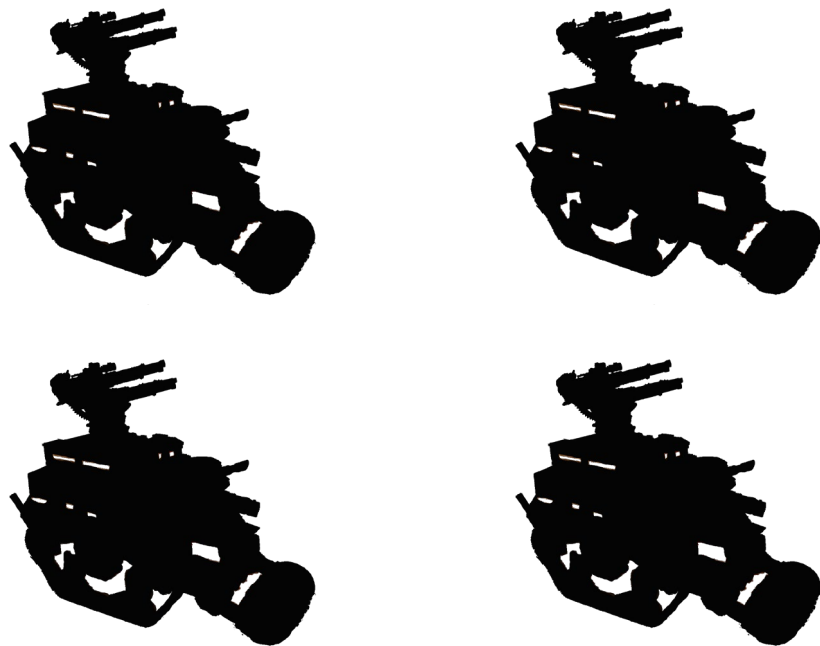
+12 Victory Points

Your opponent gains +6VP when attached formation is broken

TRANSPORT POOL

FLAKKA DAKKA BATTLEFORTRESS
TRANSPORT MOB

ONE BOYZ MOB
Four Flakka Dakka Battlefortresses



550 Point Value

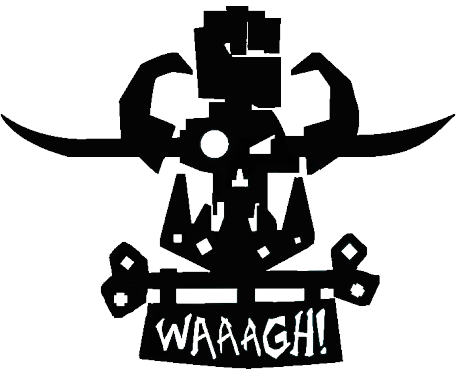


FLAKKA DAKKA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Flakka-Dakka Battle Fortress	15	2+	4/-3	Flakka Gun [AA,TL2]	25/50	2	-2	[DR3], [TR4]
				Supa Kannon [B]	30/60	1	-3	
				Big Zzappa	25/50	1	-2	
				Scorcha [FW]	10	4	0	
				Shootas [AP,A]	25	5	0	



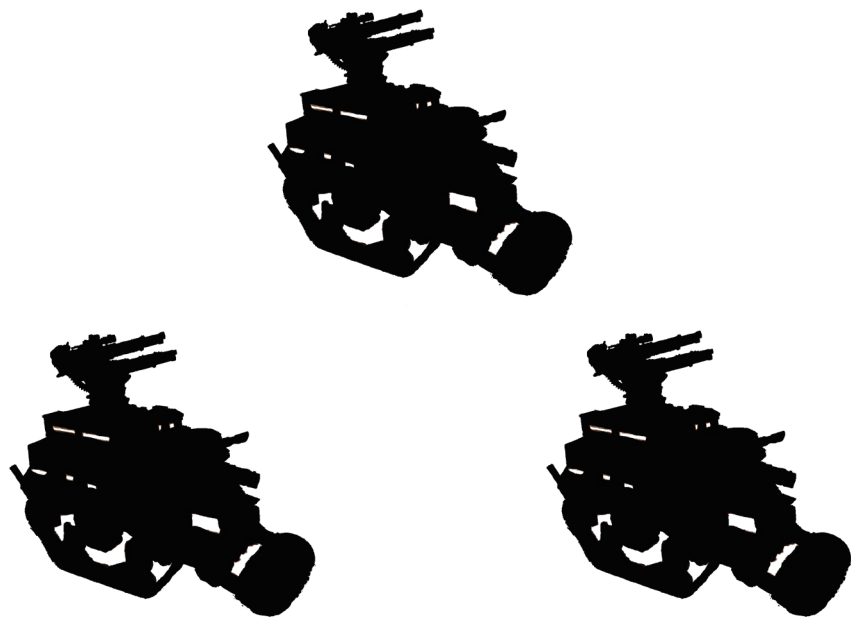
+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

FLAKKA DAKKA BATTLEFORTRESS
TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Three Flakka Dakka Battlefortresses



400 Point Value

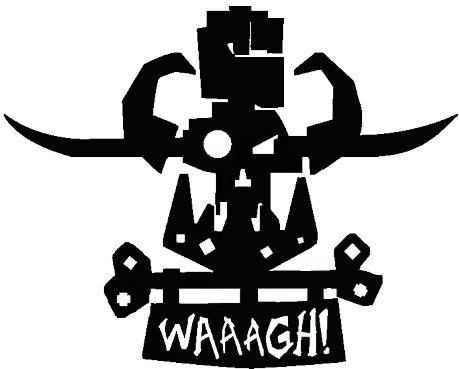


FLAKKA DAKKA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Flakka-Dakka Battle Fortress	15	2+	4/-3	Flakka Gun [AA,TL2]	25/50	2	-2	[DR3], [TR4]
				Supa Kannon [B]	30/60	1	-3	
				Big Zzappa	25/50	1	-2	
				Scorcha [FW]	10	4	0	
				Shootas [AP,A]	25	5	0	



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

FLAKKA DAKKA BATTLEFORTRESS
TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Flakka Dakka Battlefortresses



150 Point Value

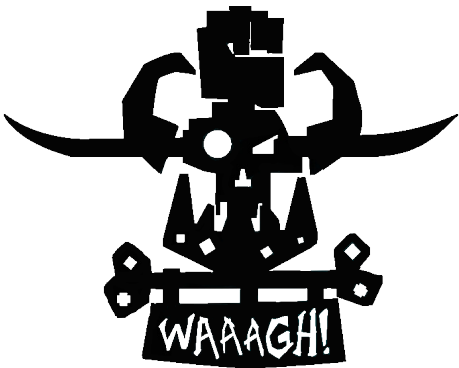


FLAKKA DAKKA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Flakka-Dakka Battle Fortress	15	2+	4/-3	Flakka Gun [AA,TL2]	25/50	2	-2	[DR3], [TR4]
				Supa Kannon [B]	30/60	1	-3	
				Big Zzappa	25/50	1	-2	
				Scorcha [FW]	10	4	0	
				Shootas [AP,A]	25	5	0	



+2 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

FLAKKA DAKKA BATTLEFORTRESS
TRANSPORT MOB

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



150 Point Value

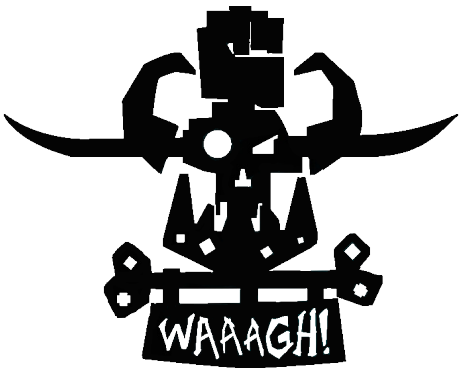


FLAKKA DAKKA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Flakka-Dakka Battle Fortress	15	2+	4/-3	Flakka Gun [AA,TL2]	25/50	2	-2	[DR3], [TR4]
				Supa Kannon [B]	30/60	1	-3	
				Big Zzappa	25/50	1	-2	
				Scorcha [FW]	10	4	0	
				Shootas [AP,A]	25	5	0	



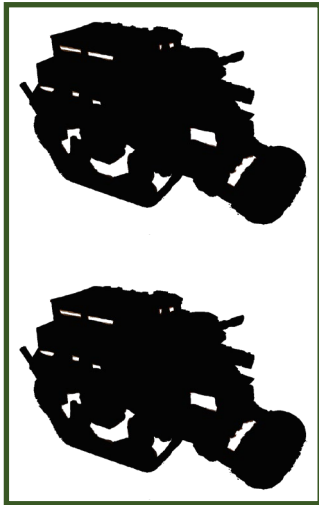
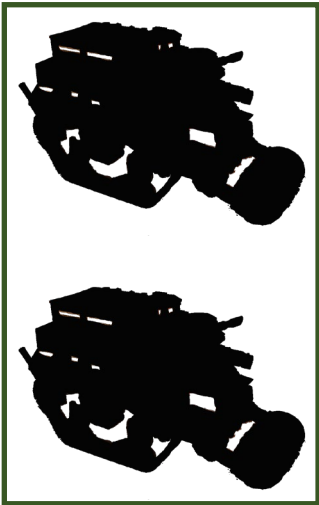
+2 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

GIBLETGRINDA BATTLEFORTRESS
TRANSPORT MOB

ONE INFANTRY WARBAND
Five Gibletgrinda Battlefortresses



700 Point Value

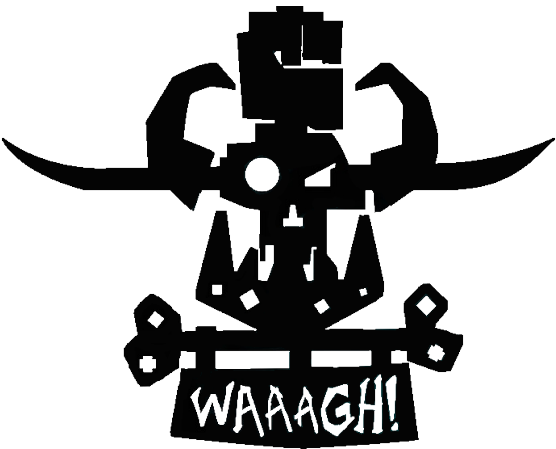


GIBLETGRINDA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gibletgrinda Battle Fortress	15	2+	5/-4	Kannon [B]	20/35	5	-2	[DR3], [TR8], Special
				Scorcha [FW]	10	1	0	
				Shootas [AP,A]	25	4	0	



+7 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

GIBLETGRINDA BATTLEFORTRESS
TRANSPORT MOB

ONE BOYZ MOB
Two Gibletgrinda Battlefortresses



250 Point Value

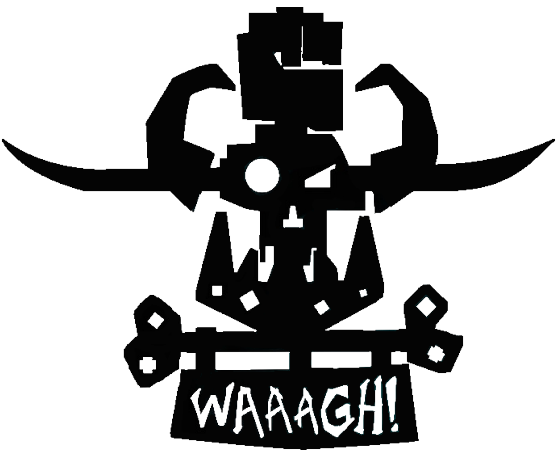


GIBLETGRINDA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gibletgrinda Battle Fortress	15	2+	5/-4	Kannon [B] Scorcha [FW] Shootas [AP,A]	20/35 10 25	5 1 4	-2 0 0	[DR3], [TR8], Special



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

GIBLETGRINDA BATTLEFORTRESS
TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Two Gibletgrinda Battlefortresses



250 Point Value

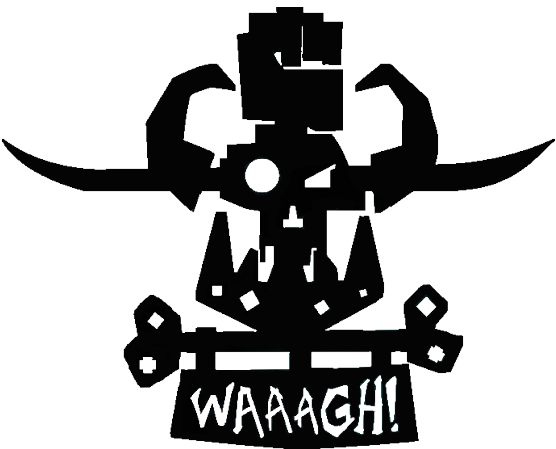


GIBLETGRINDA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gibletgrinda Battle Fortress	15	2+	5/-4	Kannon [B] Scorcha [FW] Shootas [AP,A]	20/35 10 25	5 1 4	-2 0 0	[DR3], [TR8], Special



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

GIBLETGRINDA BATTLEFORTRESS
TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Gibletgrinda Battlefortresses



150 Point Value

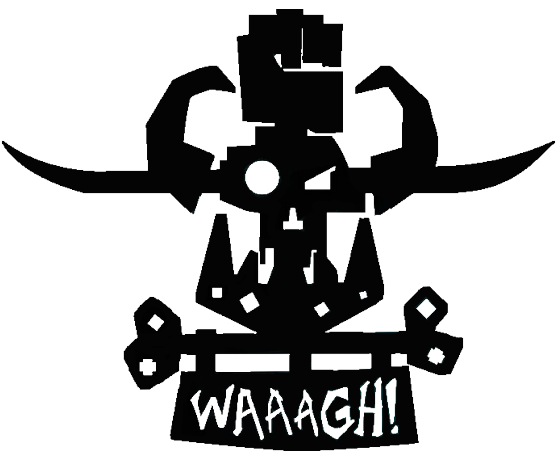


GIBLETGRINDA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gibletgrinda Battle Fortress	15	2+	5/-4	Kannon [B]	20/35	5	-2	[DR3], [TR8], Special
				Scorcha [FW]	10	1	0	
				Shootas [AP,A]	25	4	0	



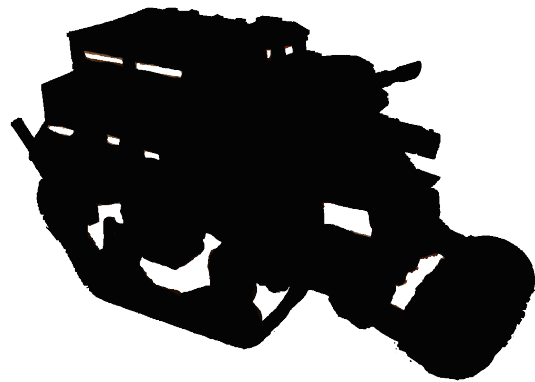
+2 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

GIBLETGRINDA BATTLEFORTRESS
TRANSPORT MOB

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



150 Point Value

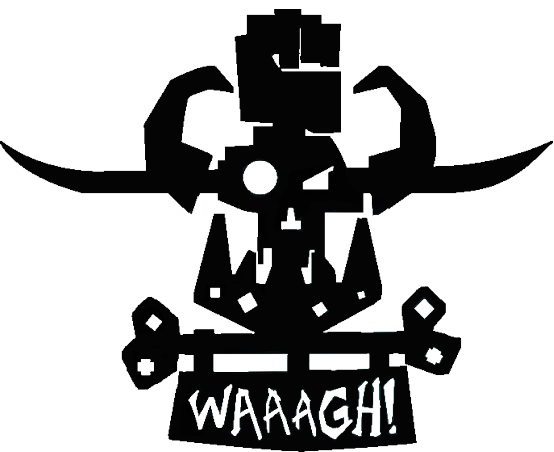


GIBLETGRINDA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gibletgrinda Battle Fortress	15	2+	5/-4	Kannon [B] Scorcha [FW] Shootas [AP,A]	20/35 10 25	5 1 4	-2 0 0	[DR3], [TR8], Special



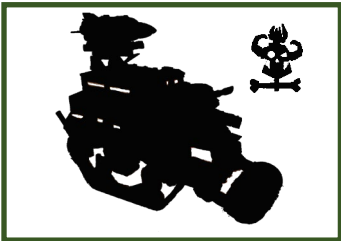
+2 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

ROKKITSPITTA BATTLEFORTRESS
TRANSPORT MOB

ONE INFANTRY WARBAND
Five Rokkitspitta Battlefortresses



700 Point Value

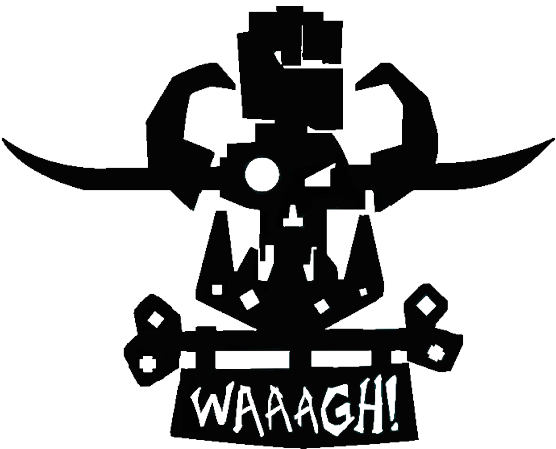


ROKKITSPITTA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rokkitspitta Battle Fortress	15	2+	4/-3	Supa Rokkits	35/70	2	-2	[DR3], [TR8], Special
				Rokkits	25	1-10	-2	
				Shootas [AP,A]	25	6	0	



+7 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

ROKKITSPITTA BATTLEFORTRESS
TRANSPORT MOB

ONE BOYZ MOB

Two Rokkitspitta Battlefortresses



250 Point Value

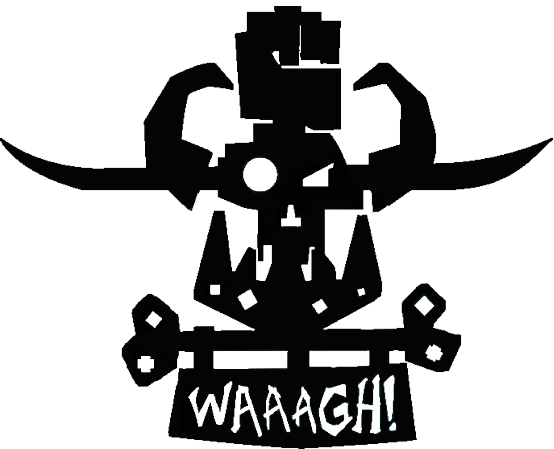


ROKKITSPITTA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rokkitspitta Battle Fortress	15	2+	4/-3	Supa Rokkits	35/70	2	-2	[DR3], [TR8], Special
				Rokkits	25	1-10	-2	
				Shootas [AP,A]	25	6	0	



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

ROKKITSPITTA BATTLEFORTRESS
TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Two Rokkitspitta Battlefortresses



250 Point Value

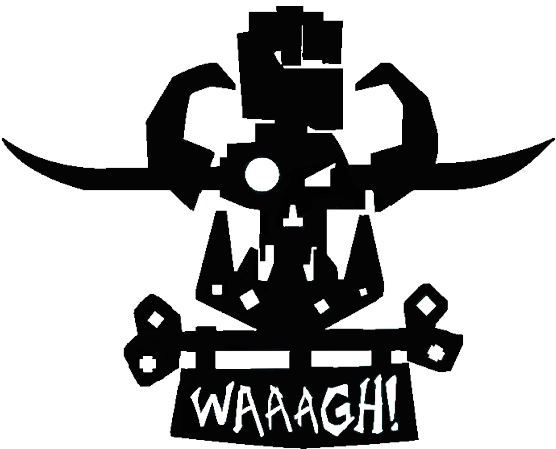


ROKKITSPITTA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rokkitspitta Battle Fortress	15	2+	4/-3	Supa Rokkits	35/70	2	-2	[DR3], [TR8], Special
				Rokkits	25	1-10	-2	
				Shootas [AP,A]	25	6	0	



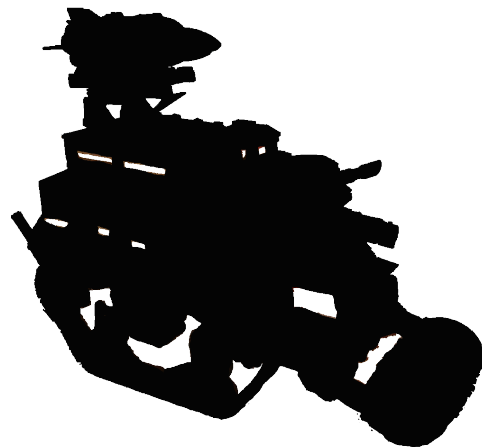
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

ROKKITSPITTA BATTLEFORTRESS
TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Rokkitspitta Battlefortresses



150 Point Value

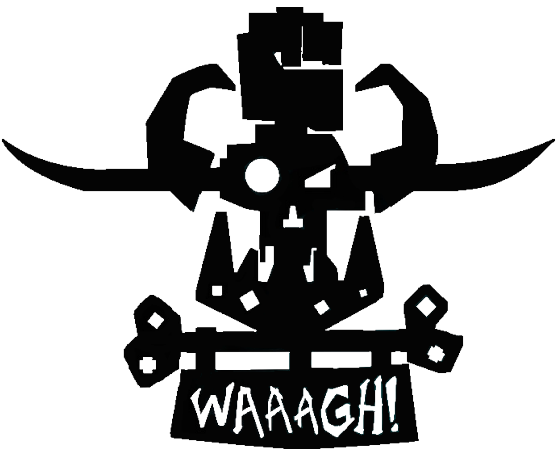


ROKKITSPITTA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rokkitspitta Battle Fortress	15	2+	4/-3	Supa Rokkits	35/70	2	-2	[DR3], [TR8], Special
				Rokkits	25	1-10	-2	
				Shootas [AP,A]	25	6	0	



+2 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

ROKKITSPITTA BATTLEFORTRESS
TRANSPORT MOB

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



150 Point Value

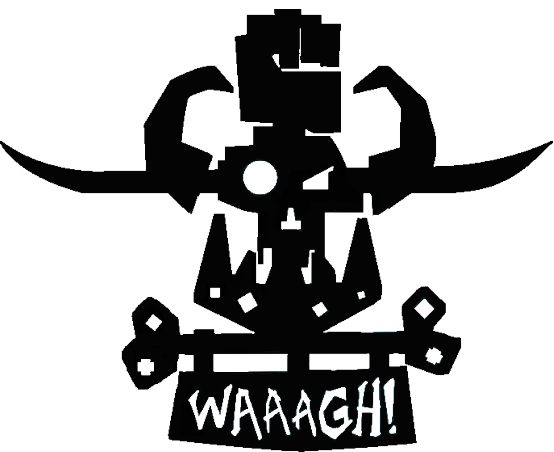


ROKKITSPITTA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rokkispitta Battle Fortress	15	2+	4/-3	Supa Rokkits	35/70	2	-2	[DR3], [TR8], Special
				Rokkits	25	1-10	-2	
				Shootas [AP,A]	25	6	0	



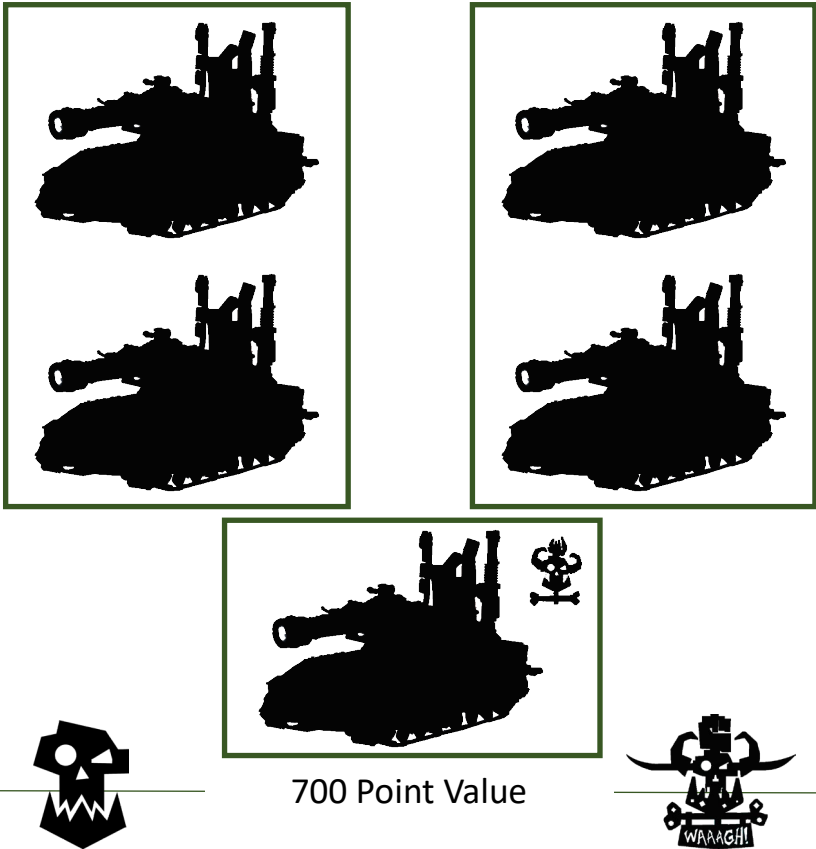
+2 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

SKULLHAMMA BATTLEFORTRESS
TRANSPORT MOB

ONE INFANTRY WARBAND
Five Skullhamma Battlefortresses

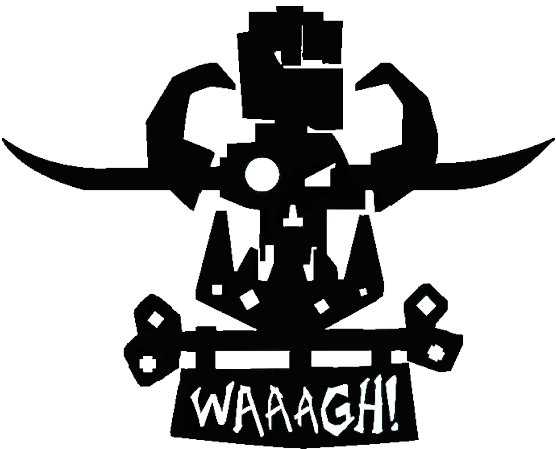


SKULLHAMMA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Skullhamma Battle Fortress	25	3+	4/-3	Skullhamma Kannon [B3]	30/60	2	-3	[DR3], [TR8], [AG], Special
				Rokkits	25	3	-2	
				Shootas [AP,A]	25	4	0	



+7 Victory Points

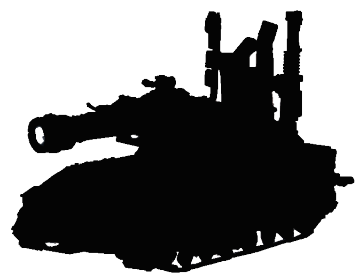
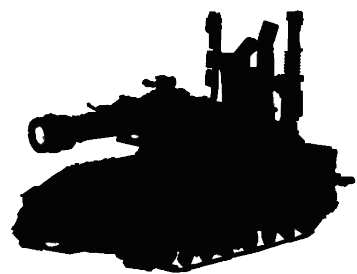
Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

SKULLHAMMA BATTLEFORTRESS
TRANSPORT MOB

ONE BOYZ MOB

Two Skullhamma Battlefortresses



250 Point Value

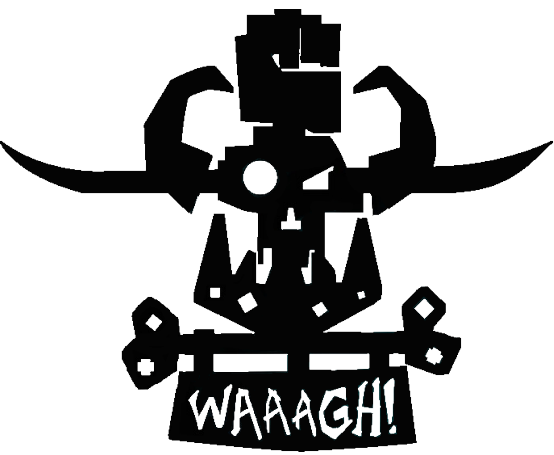


SKULLHAMMA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Skullhamma Battle Fortress	25	3+	4/-3	Skullhamma Kannon [B3]	30/60	2	-3	[DR3], [TR8], [AG], Special
				Rokkits	25	3	-2	
				Shootas [AP,A]	25	4	0	



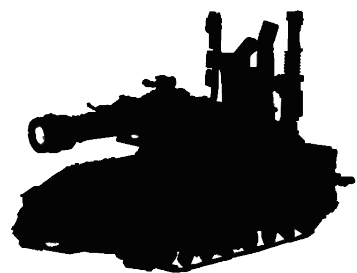
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

SKULLHAMMA BATTLEFORTRESS
TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Two Skullhamma Battlefortresses



250 Point Value

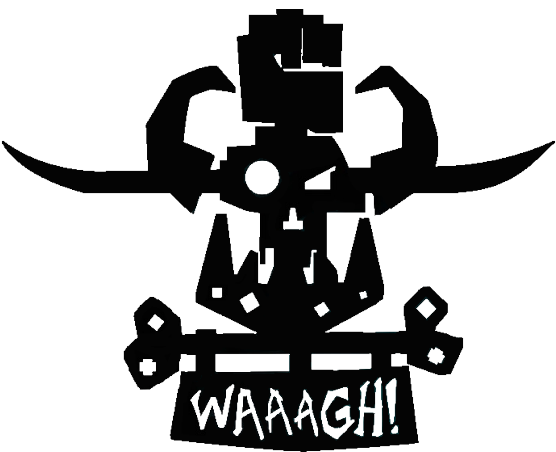


SKULLHAMMA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Skullhamma Battle Fortress	25	3+	4/-3	Skullhamma Kannon [B3]	30/60	2	-3	[DR3], [TR8], [AG], Special
				Rokkits	25	3	-2	
				Shootas [AP,A]	25	4	0	



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

SKULLHAMMA BATTLEFORTRESS
TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Skullhamma Battlefortresses



150 Point Value

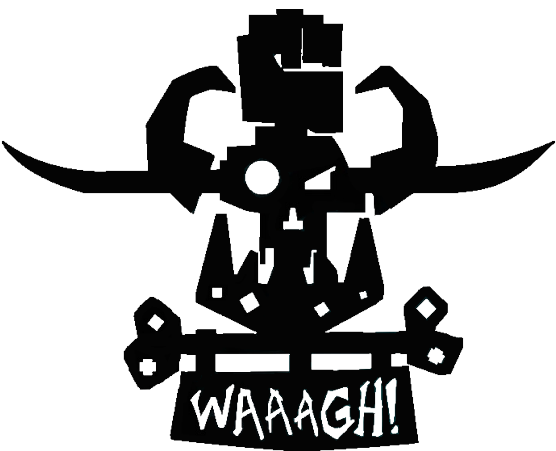


SKULLHAMMA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Skullhamma Battle Fortress	25	3+	4/-3	Skullhamma Kannon [B3]	30/60	2	-3	[DR3], [TR8], [AG], Special
				Rokkits	25	3	-2	
				Shootas [AP,A]	25	4	0	



+2 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

SKULLHAMMA BATTLEFORTRESS
TRANSPORT MOB

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



150 Point Value

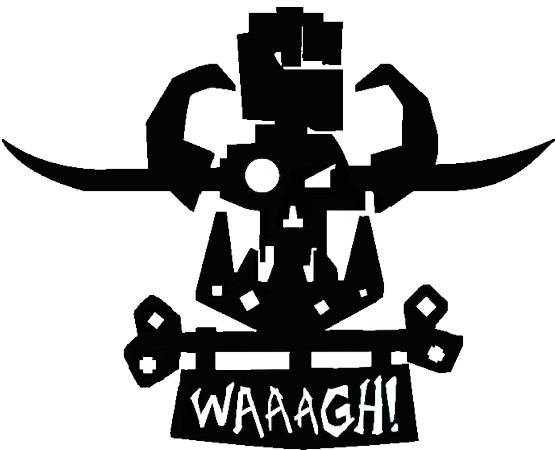


SKULLHAMMA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Skullhamma Battle Fortress	25	3+	4/-3	Skullhamma Kannon [B3]	30/60	2	-3	[DR3], [TR8], [AG], Special
				Rokkits	25	3	-2	
				Shootas [AP,A]	25	4	0	



+2 Victory Points

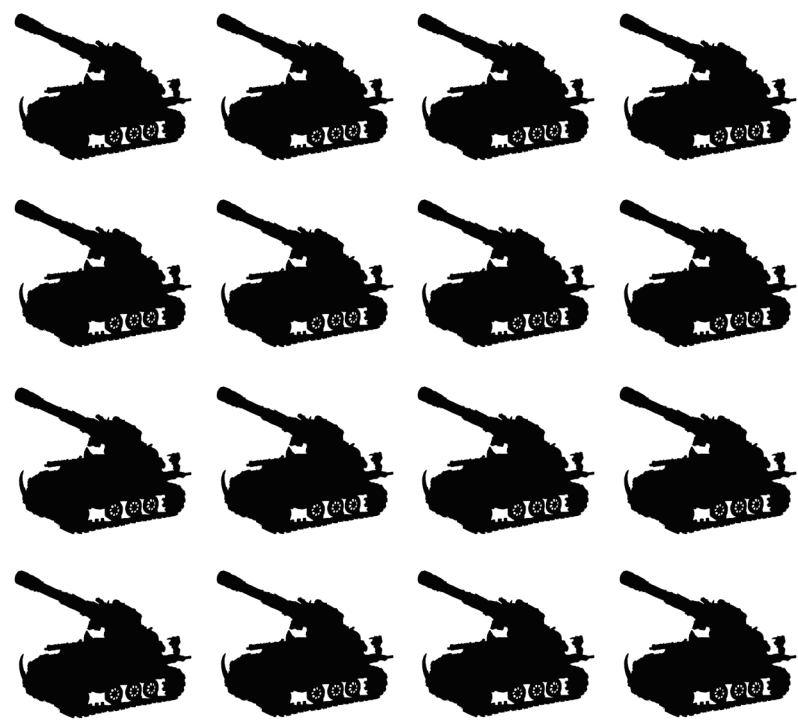
Your opponent gains +2VP when attached formation is broken

BIG GUN TRANSPORTS

TRANSPORT POOL

BIG GUN TRACK A TRANSPORT
MOB

ONE BOYZ MOB
Sixteen Big Gun Tracks A.



850 Point Value

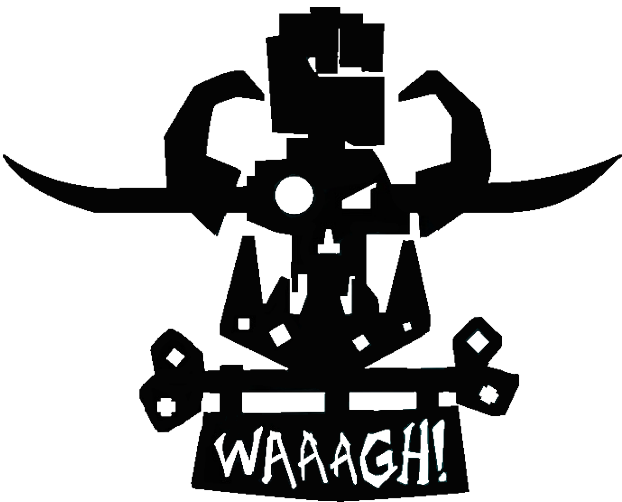


BIG GUN TRACK A TRANSPORT
MOB

Break Point +6: The adds +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track A	25	4+	2/-1	Killkannon [B2] Shootas [AP,A] Skorchas [FW,A]	20/35 25 10	1 2 2	-2 0 0	[TR1], [OT], [AG], Special



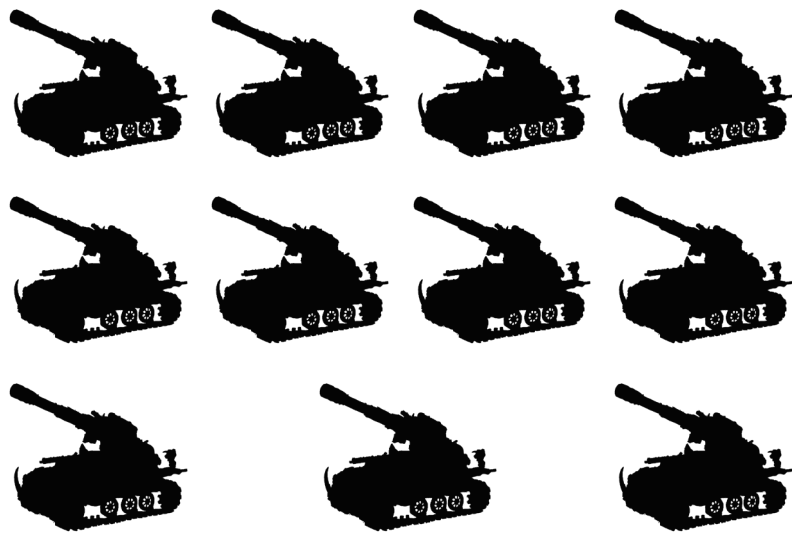
+9 Victory Points

Your opponent gains +5VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK A TRANSPORT
MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Eleven Big Gun Tracks A.



600 Point Value

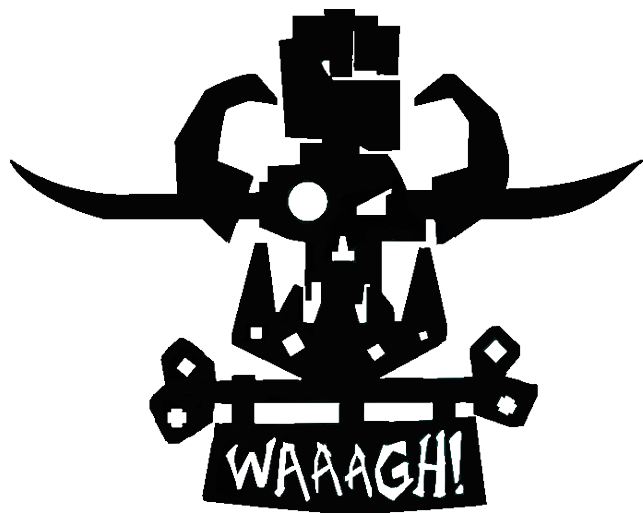


BIG GUN TRACK A TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track A	25	4+	2/-1	Killkannon [B2]	20/35	1	-2	[TR1], [OT], [AG], Special
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	



+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK A TRANSPORT
MOB

ONE INFANTRY COMMAND MOB
Three Big Gun Tracks A.



150 Point Value

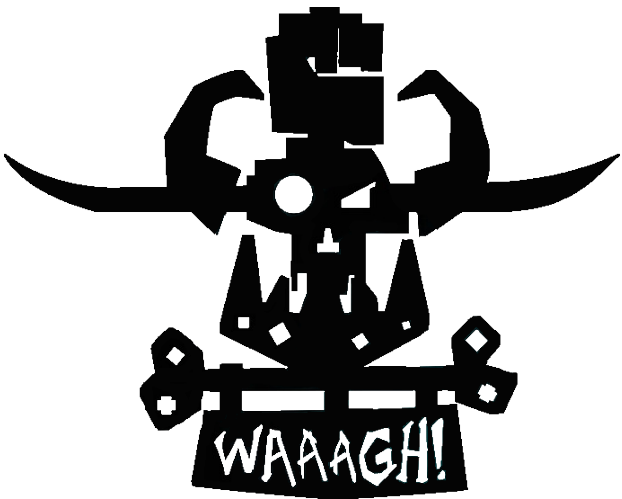


BIG GUN TRACK A TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track A	25	4+	2/-1	Killkannon [B2] Shootas [AP,A] Skorchas [FW,A]	20/35 25 10	1 2 2	-2 0 0	[TR1], [OT], [AG], Special



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK A TRANSPORT
MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
Three Big Gun Tracks A.



150 Point Value

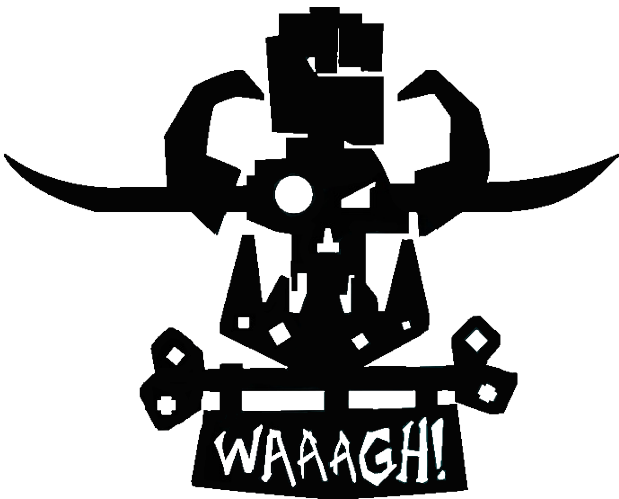


BIG GUN TRACK A TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track A	25	4+	2/-1	Killkannon [B2] Shootas [AP,A] Skorchas [FW,A]	20/35 25 10	1 2 2	-2 0 0	[TR1], [OT], [AG], Special



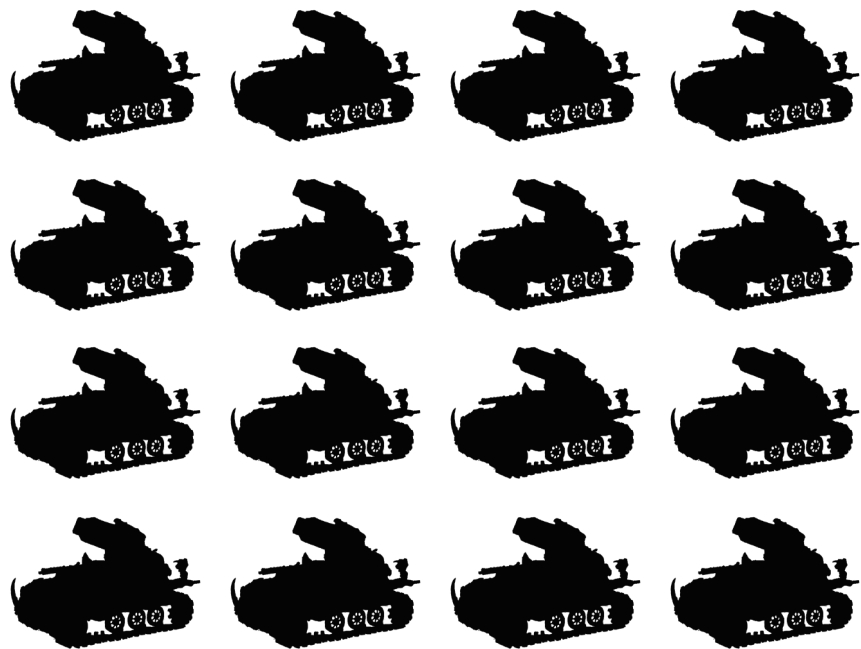
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK B TRANSPORT MOB

ONE BOYZ MOB
Sixteen Big Gun Tracks B.



900 Point Value

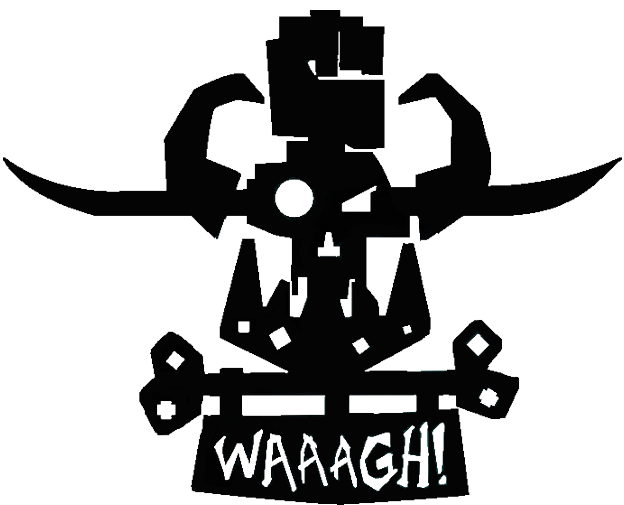


BIG GUN TRACK B TRANSPORT MOB

Break Point +6: The adds +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track B	25	4+	2/-1	Lobba [B,AY]	25/50	2	-1	[TR1], [OT], [AG]
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	



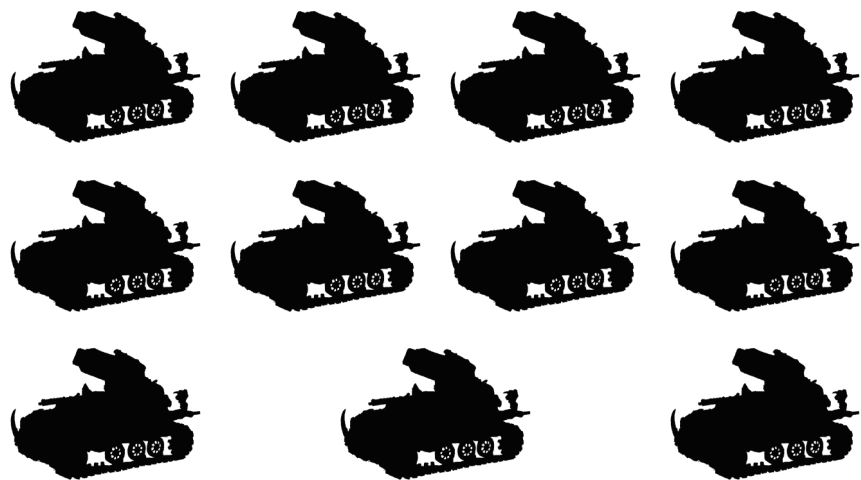
+9 Victory Points

Your opponent gains +5VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK B TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Eleven Big Gun Tracks B.



600 Point Value

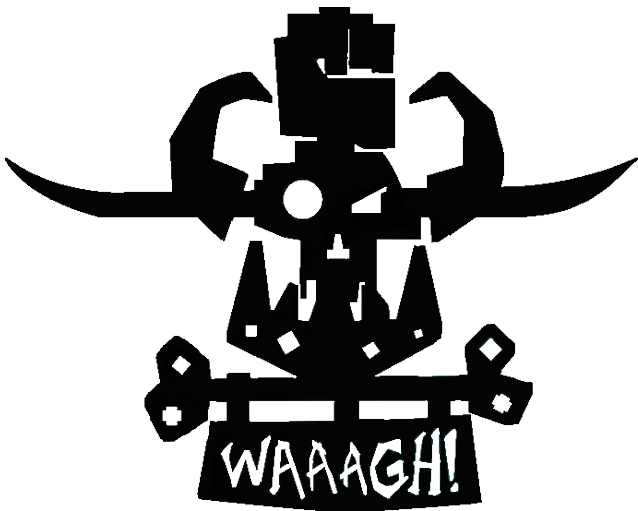


BIG GUN TRACK B TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track B	25	4+	2/-1	Lobba [B,AY]	25/50	2	-1	[TR1], [OT], [AG]
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	



+6 Victory Points
Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK B TRANSPORT MOB

ONE INFANTRY COMMAND MOB
Three Big Gun Tracks B.



150 Point Value

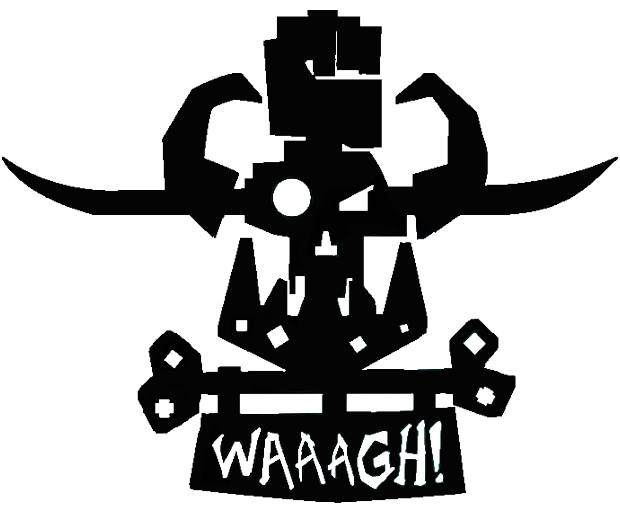


BIG GUN TRACK B TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track B	25	4+	2/-1	Lobba [B,AY]	25/50	2	-1	[TR1], [OT], [AG]
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK B TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
Three Big Gun Tracks B.



150 Point Value

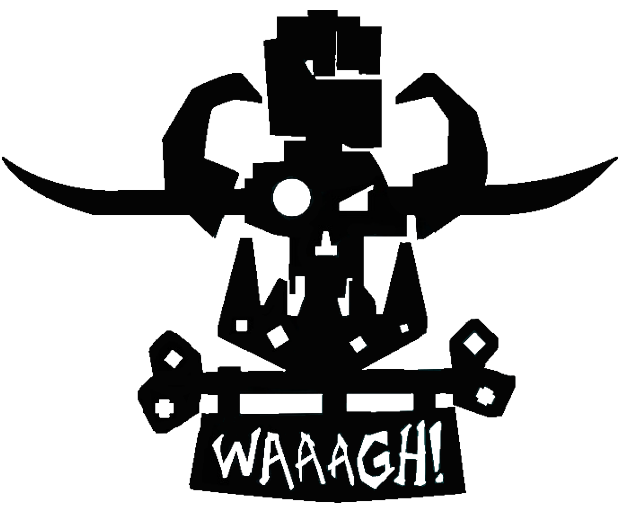


BIG GUN TRACK B TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track B	25	4+	2/-1	Lobba [B,AY]	25/50	2	-1	[TR1], [OT], [AG]
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	



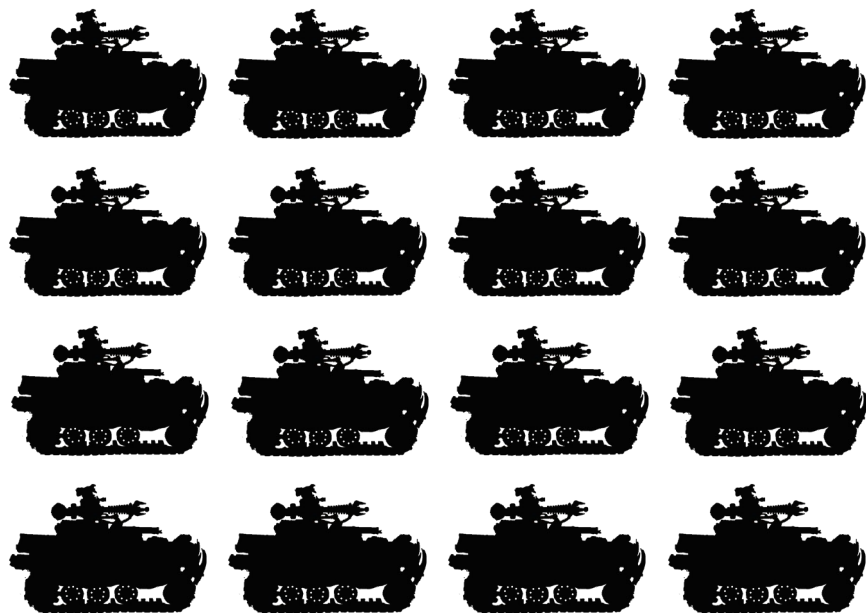
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK C TRANSPORT MOB

ONE BOYZ MOB
Sixteen Big Gun Tracks C.



800 Point Value

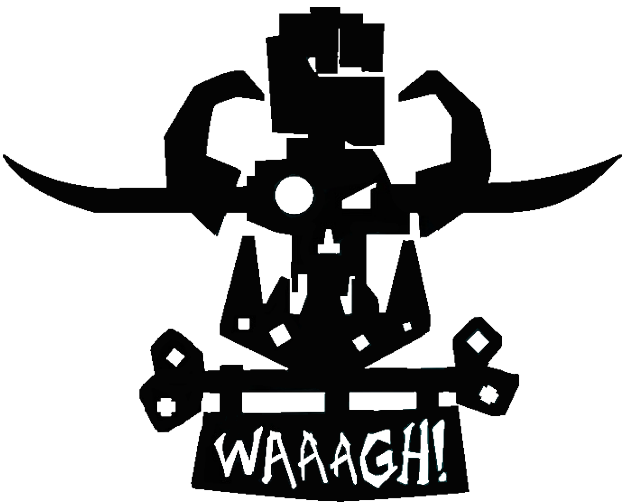


BIG GUN TRACK C TRANSPORT MOB

Break Point +6: The adds +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track C	25	4+	2/-1	Big Zzappa	25/50	1	-2	[TR1], [OT], [AG], Special
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	



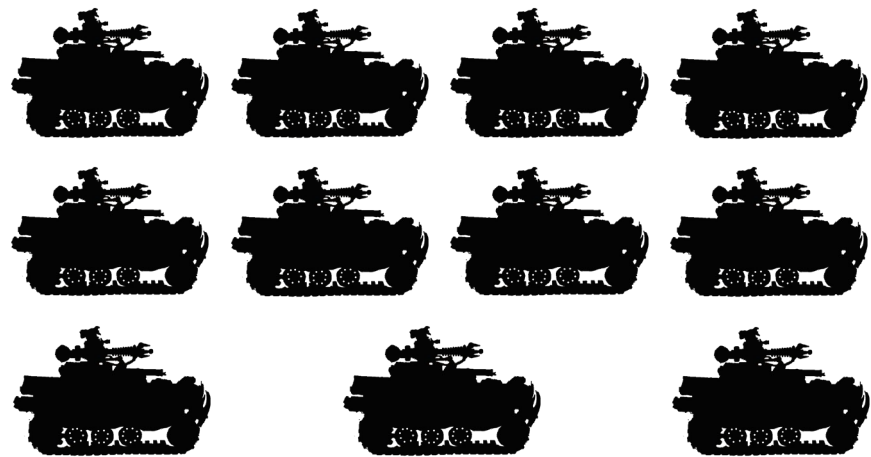
+8 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK C TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Eleven Big Gun Tracks C.



550 Point Value

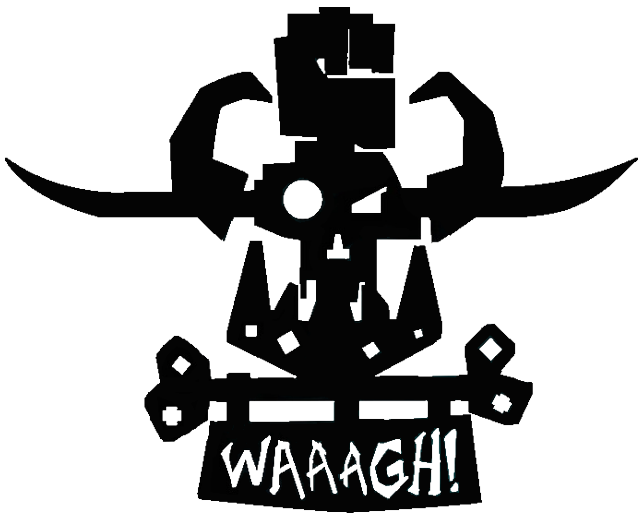


BIG GUN TRACK C TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track C	25	4+	2/-1	Big Zzappa	25/50	1	-2	[TR1], [OT], [AG], Special
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	



+6 Victory Points
Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK C TRANSPORT MOB

ONE INFANTRY COMMAND MOB
Three Big Gun Tracks C.



150 Point Value

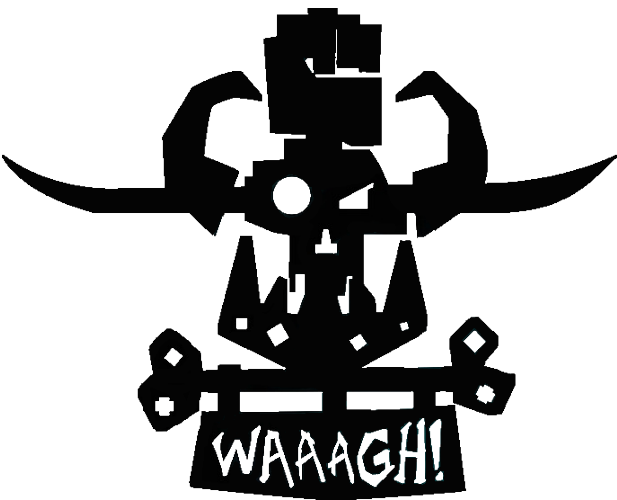


BIG GUN TRACK C TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track C	25	4+	2/-1	Big Zzappa	25/50	1	-2	[TR1], [OT], [AG], Special
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK C TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
Three Big Gun Tracks C.



150 Point Value

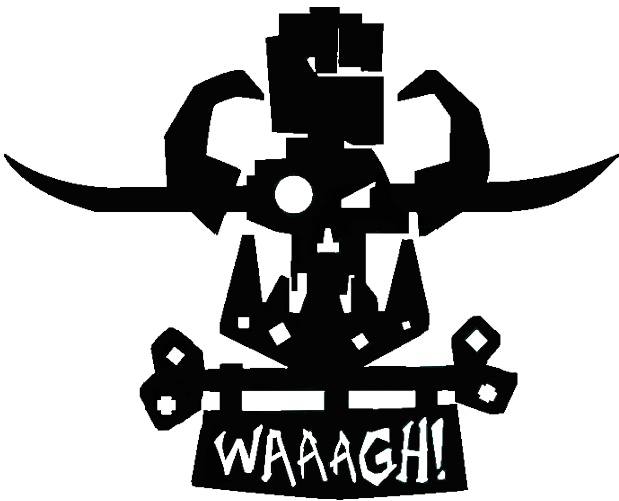


BIG GUN TRACK C TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track C	25	4+	2/-1	Big Zzappa	25/50	1	-2	[TR1], [OT], [AG], Special
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	



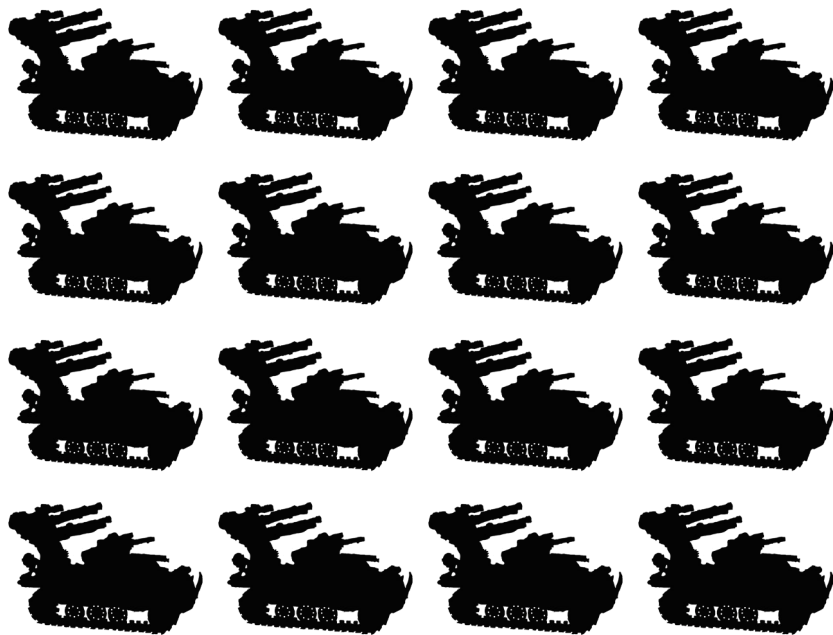
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK D TRANSPORT
MOB

ONE BOYZ MOB
Sixteen Big Gun Tracks D.



950 Point Value

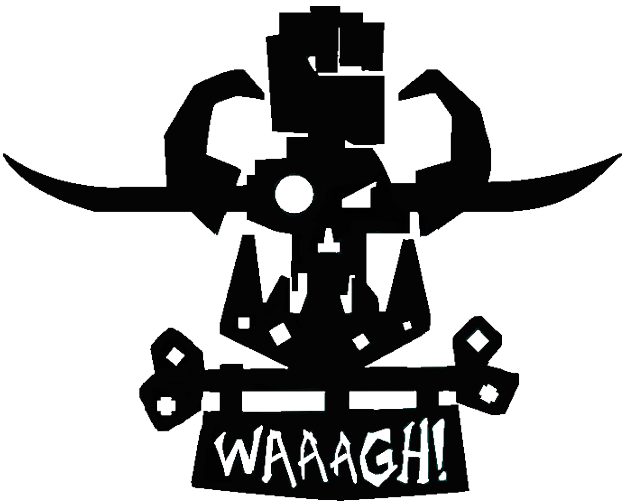


BIG GUN TRACK D TRANSPORT
MOB

Break Point +6: The adds +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track D	25	4+	2/-1	Flakka Gunz	25/50	1	-2	[TR1], [OT], [AG]
				[AA,TL2]	25	2	0	
				Shootas [AP,A]	10	2	0	
				Skorchas [FW,A]				



+10 Victory Points

Your opponent gains +5VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK D TRANSPORT
MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Eleven Big Gun Tracks D.



650 Point Value

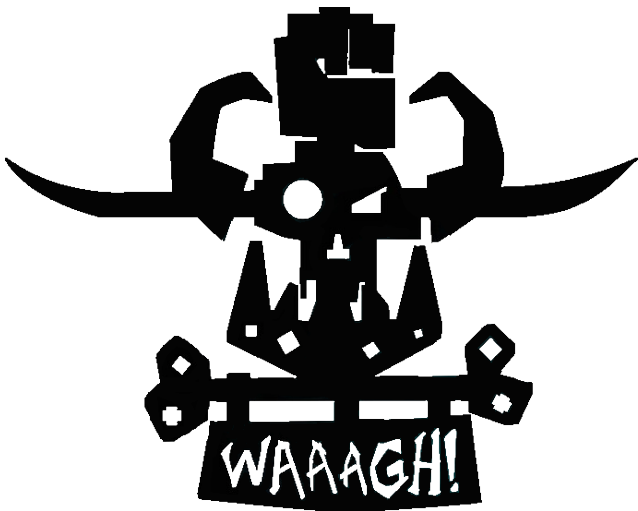


BIG GUN TRACK D TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track D	25	4+	2/-1	Flakka Gunz	25/50	1	-2	[TR1], [OT], [AG]
				[AA,TL2]	25	2	0	
				Shootas [AP,A]	10	2	0	
				Skorchas [FW,A]				



+7 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK D TRANSPORT
MOB

ONE INFANTRY COMMAND MOB
Three Big Gun Tracks D.



200 Point Value

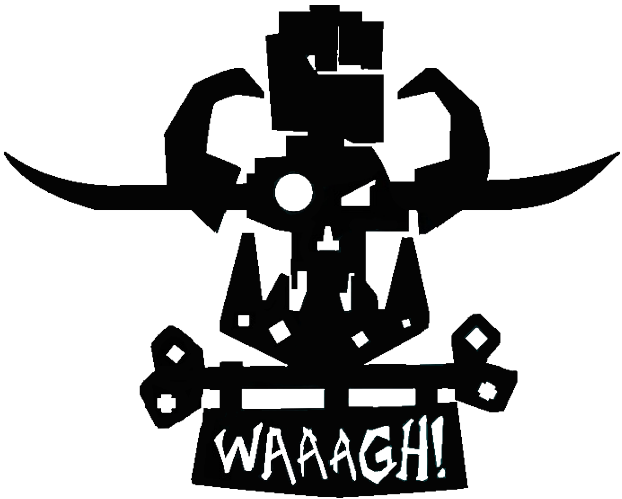


BIG GUN TRACK D TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track D	25	4+	2/-1	Flakka Gunz	25/50	1	-2	[TR1], [OT], [AG]
				[AA,TL2]	25	2	0	
				Shootas [AP,A]	10	2	0	
				Skorchas [FW,A]				



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK D TRANSPORT
MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
Three Big Gun Tracks D.



200 Point Value

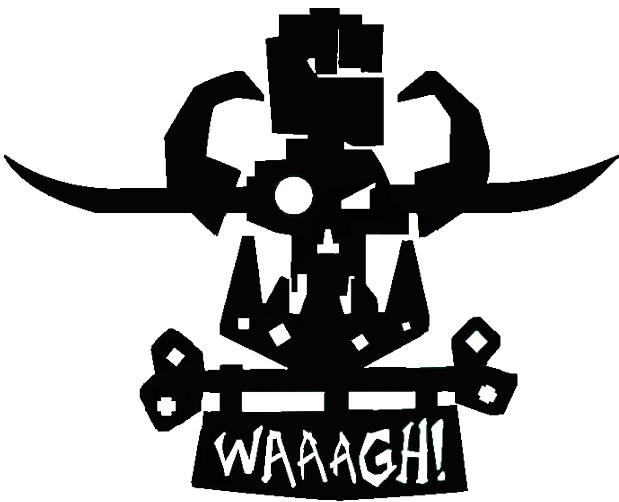


BIG GUN TRACK D TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track D	25	4+	2/-1	Flakka Gunz	25/50	1	-2	[TR1], [OT], [AG]
				[AA,TL2]	25	2	0	
				Shootas [AP,A]	10	2	0	
				Skorchas [FW,A]				



+2 Victory Points

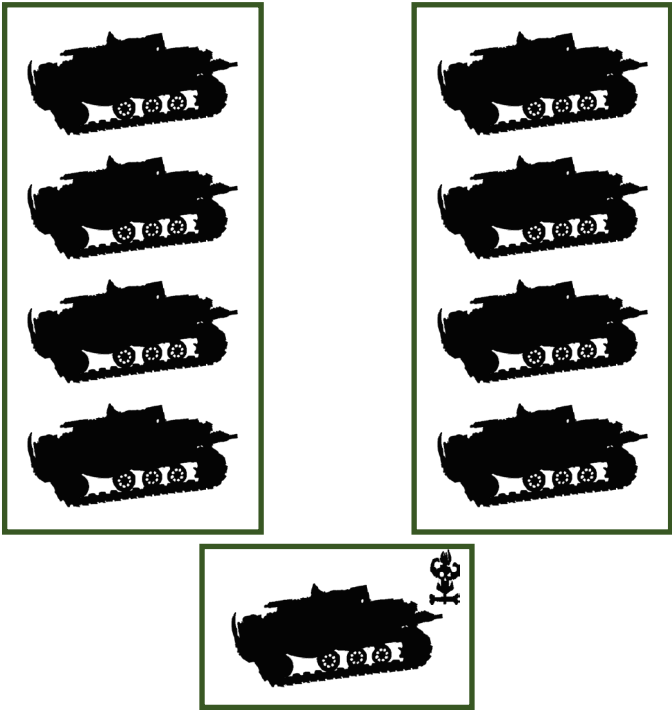
Your opponent gains +1VP when attached formation is broken

BIG TRAKK TRANSPORTS

TRANSPORT POOL

BIG TRACK TRANSPORT MOB

ONE INFANTRY WARBAND
Nine Big Tracks





400 Point Value

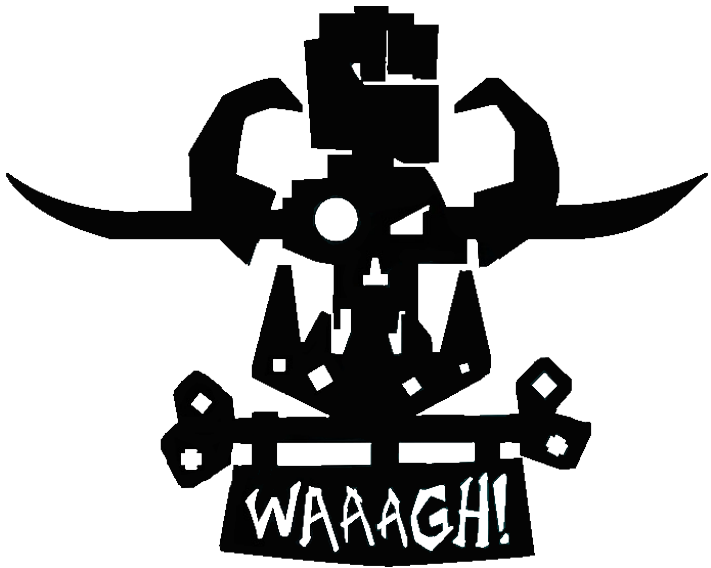


BIG TRACK TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Track	25	4+	2/-1	Shootas [AP,A] Skorchas [FW,A]	25 10	2 2	0 0	[TR4], [OT], [AG]

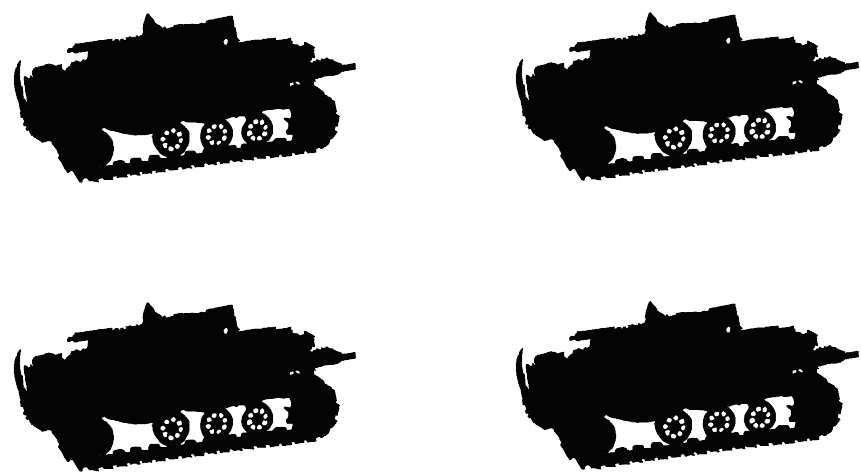


+4 Victory Points
Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BIG TRACK TRANSPORT MOB

ONE BOYZ MOB
Four Big Tracks



200 Point Value

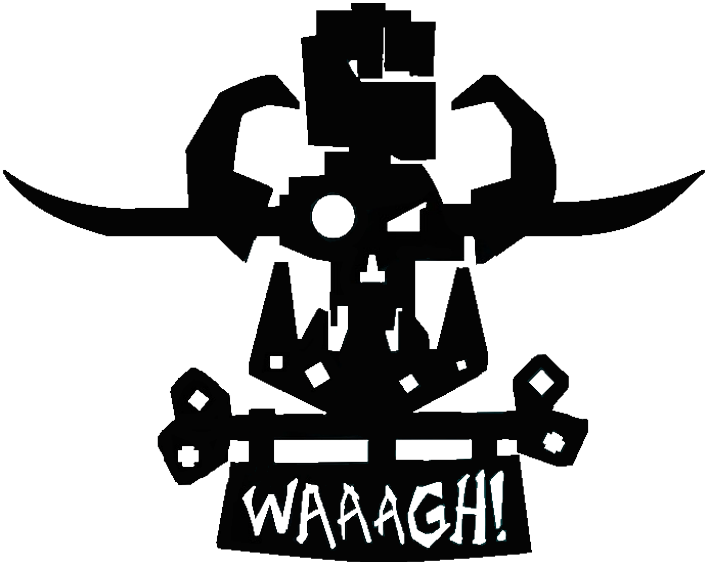


BIG TRACK TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Track	25	4+	2/-1	Shootas [AP,A] Skorchas [FW,A]	25 10	2 2	0 0	[TR4], [OT], [AG]



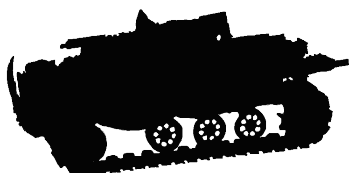
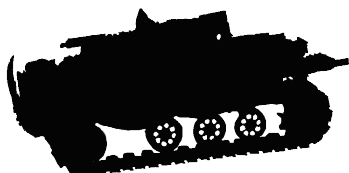
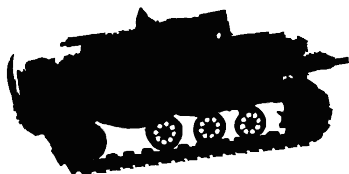
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG TRACK TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Three Big Tracks



150 Point Value

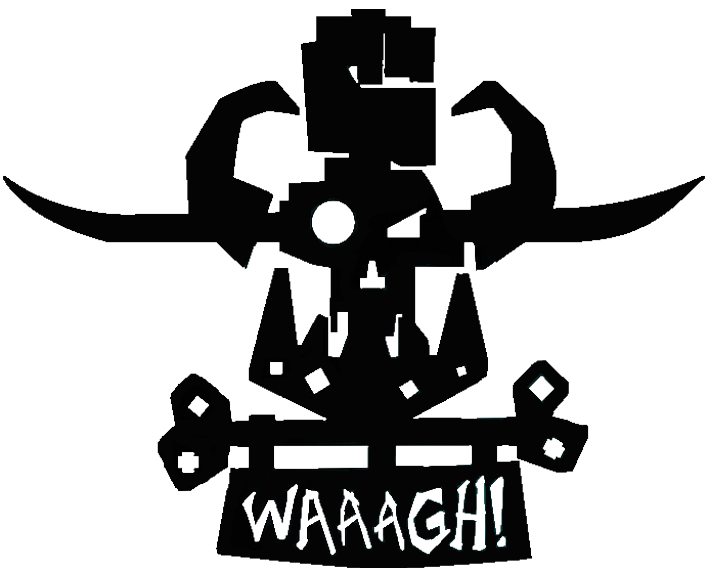


BIG TRACK TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Track	25	4+	2/-1	Shootas [AP,A] Skorchas [FW,A]	25 10	2 2	0 0	[TR4], [OT], [AG]



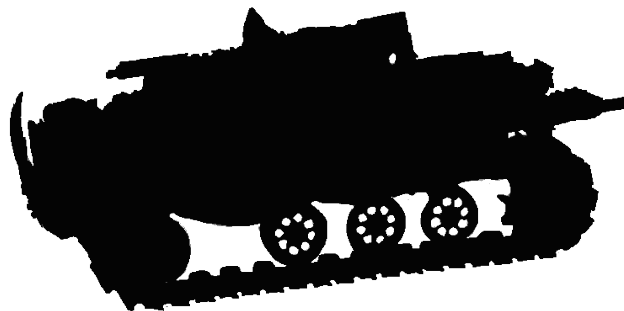
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG TRACK TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Big Track



50 Point Value

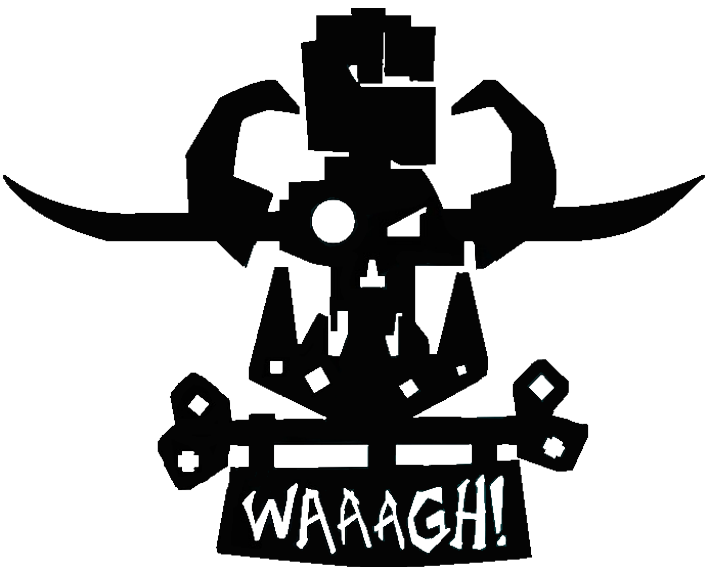


BIG TRACK TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Track	25	4+	2/-1	Shootas [AP,A] Skorchas [FW,A]	25 10	2 2	0 0	[TR4], [OT], [AG]



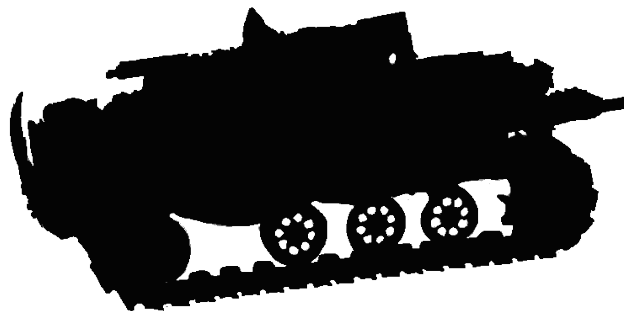
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG TRACK TRANSPORT MOB

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



50 Point Value

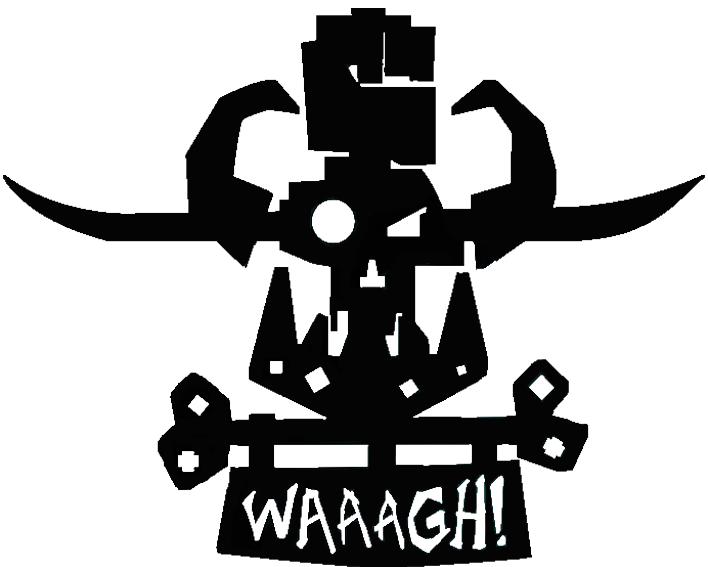


BIG TRACK TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Track	25	4+	2/-1	Shootas [AP,A] Skorchas [FW,A]	25 10	2 2	0 0	[TR4], [OT], [AG]



+1 Victory Points

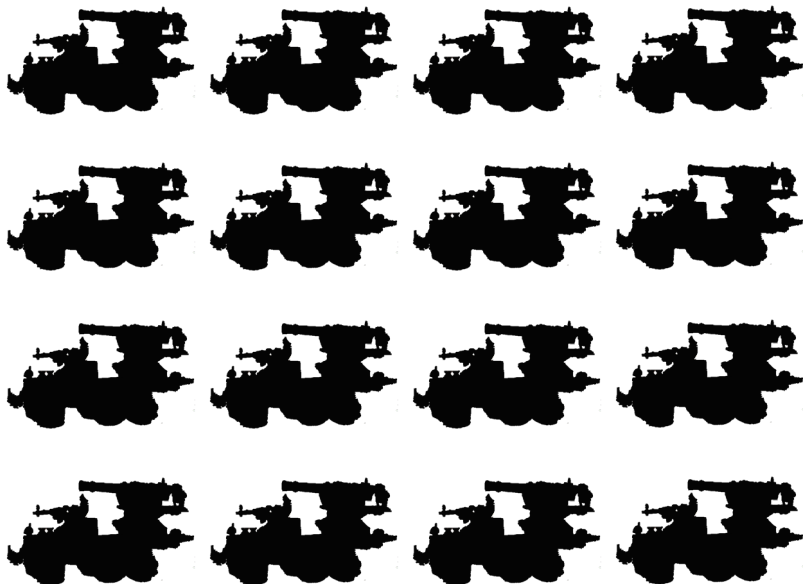
Your opponent gains +1VP when attached formation is broken

GUN TRUKK TRANSPORTS

TRANSPORT POOL

GUN TRUKK A TRANSPORT MOB

ONE BOYZ MOB
Sixteen Gun Truk A.



550 Point Value

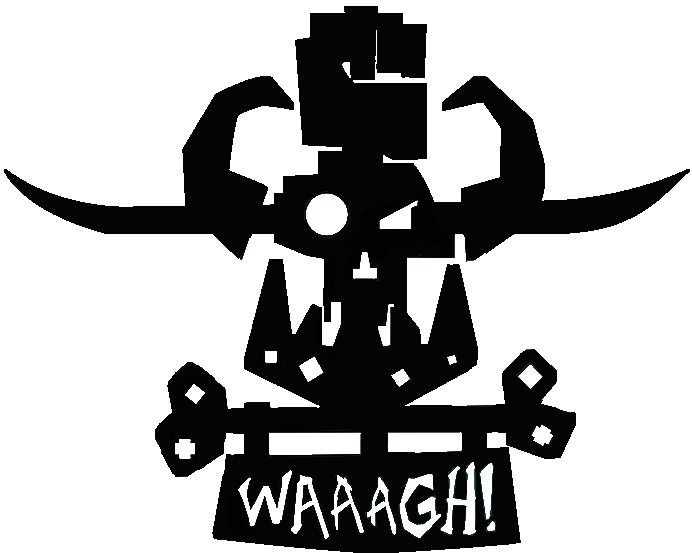


GUN TRUKK A TRANSPORT MOB

Break Point +6: The adds +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Truk A	25	6+	1/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 2	-2 0	[TR1], [OT]



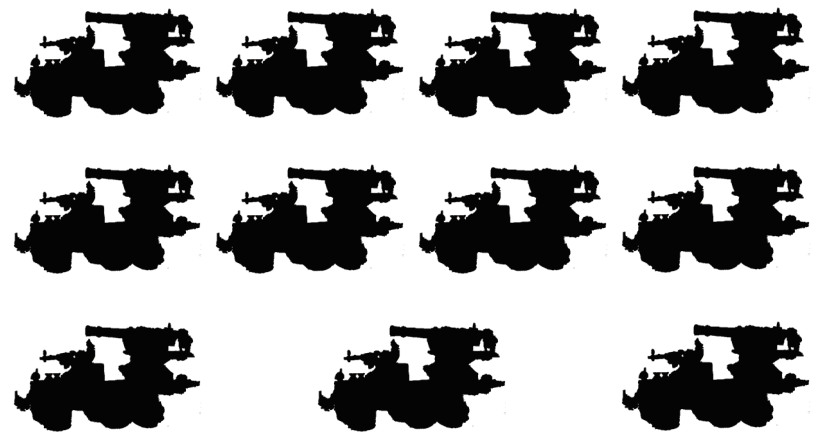
+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK A TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Eleven Gun Truk A.



350 Point Value

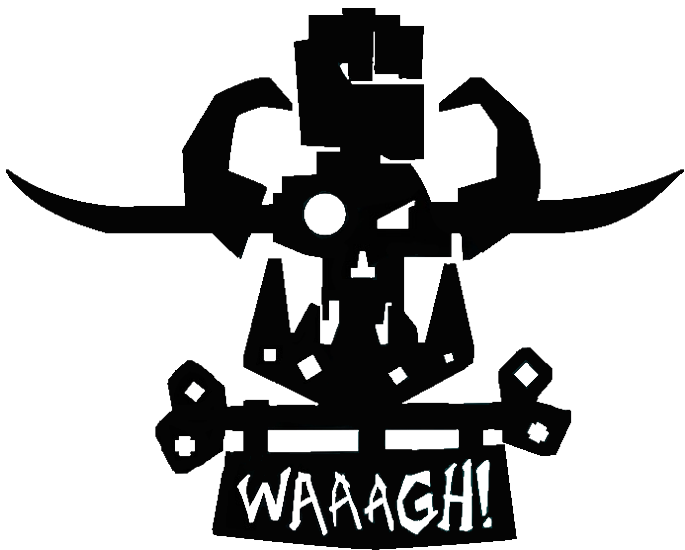


GUN TRUKK A TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Truk A	25	6+	1/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 2	-2 0	[TR1], [OT]



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK A TRANSPORT MOB

ONE INFANTRY COMMAND MOB
Three Gun Trukk A.



100 Point Value

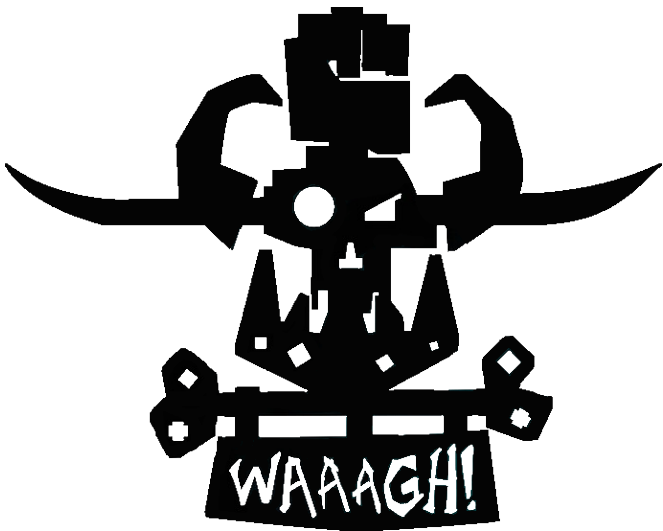


GUN TRUKK A TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk A	25	6+	1/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 2	-2 0	[TR1], [OT]



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK A TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
Three Gun Trukk A.



100 Point Value

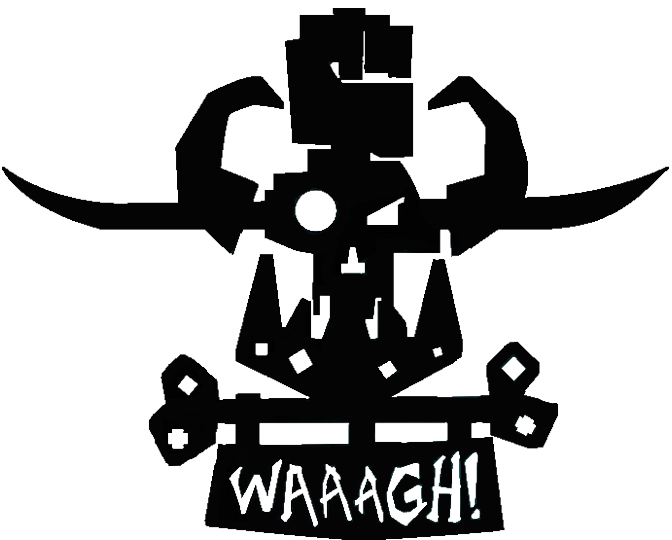


GUN TRUKK A TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk A	25	6+	1/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 2	-2 0	[TR1], [OT]



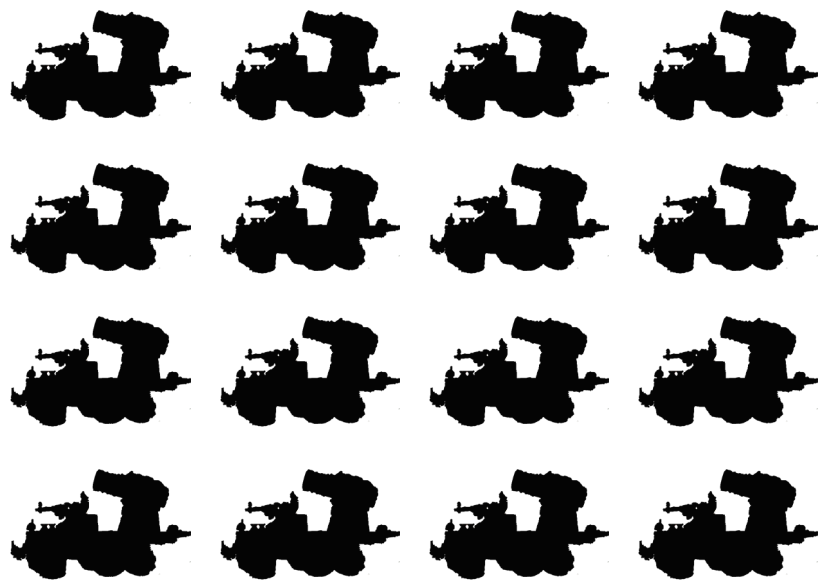
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK B TRANSPORT MOB

ONE BOYZ MOB
Sixteen Gun Truk B.



650 Point Value

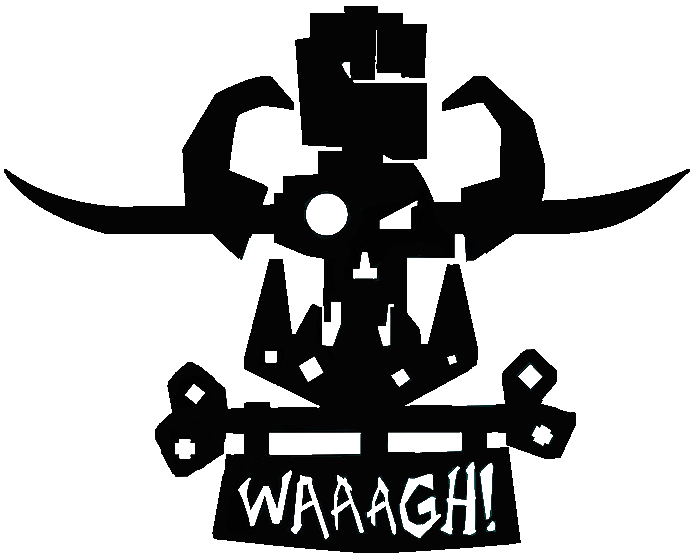


GUN TRUKK B TRANSPORT MOB

Break Point +6: The adds +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Truk B	25	6+	1/-1	Lobba [B,M,AY] Shootas [AP,A]	25/50 25	2 2	-1 0	[TR1], [OT]



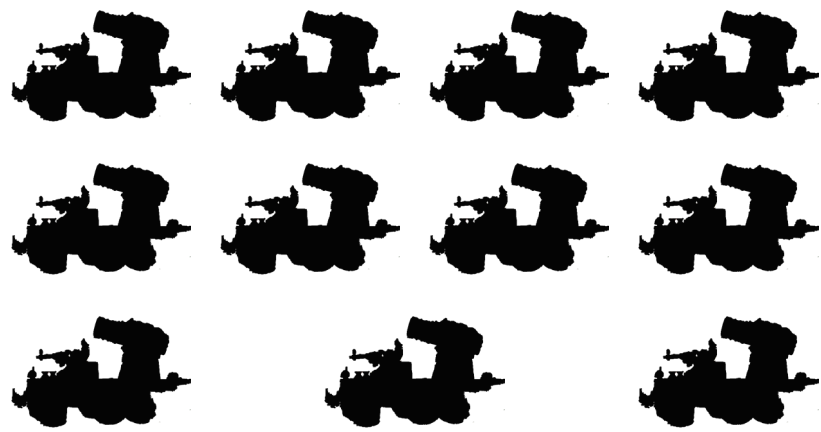
+7 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK B TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Eleven Gun Truk B.



450 Point Value

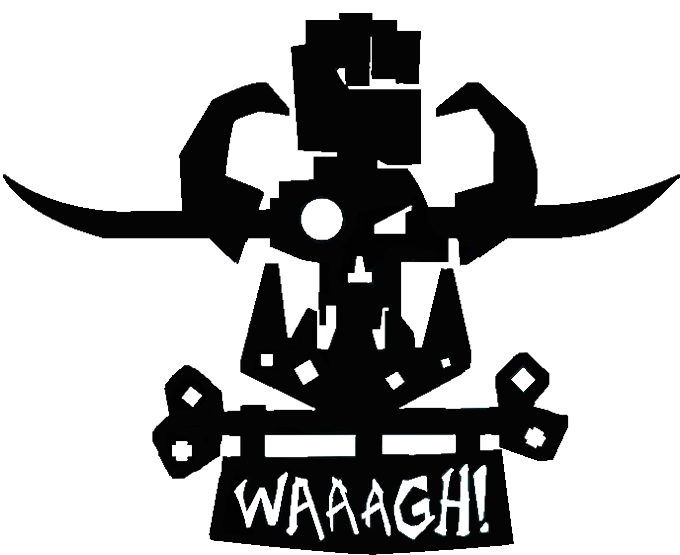


GUN TRUKK B TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Truk B	25	6+	1/-1	Lobba [B,M,AY] Shootas [AP,A]	25/50 25	2 2	-1 0	[TR1], [OT]



+5 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK B TRANSPORT MOB

ONE INFANTRY COMMAND MOB
Three Gun Trukk B.



100 Point Value

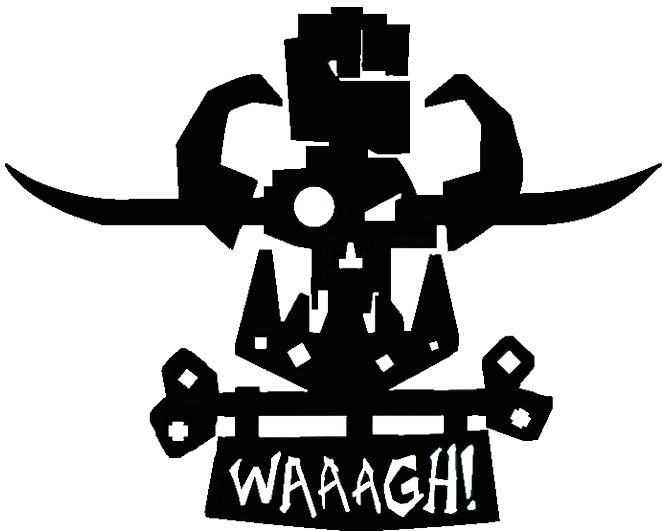


GUN TRUKK B TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk B	25	6+	1/-1	Lobba [B,M,AY] Shootas [AP,A]	25/50 25	2 2	-1 0	[TR1], [OT]



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK B TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
Three Gun Trukk B.



100 Point Value

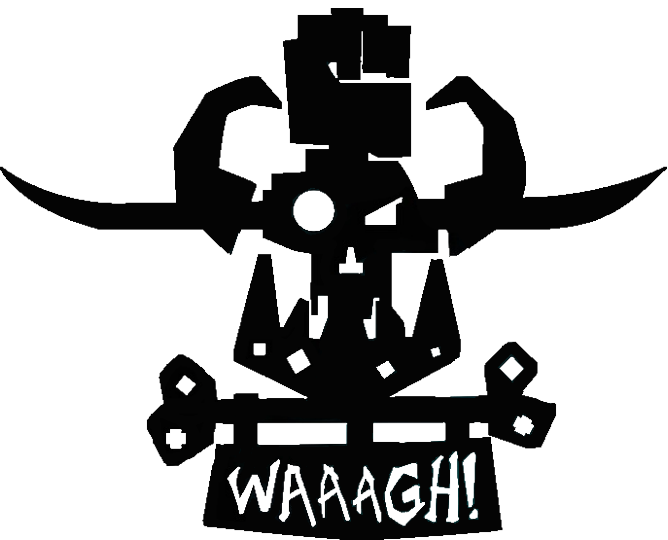


GUN TRUKK B TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk B	25	6+	1/-1	Lobba [B,M,AY] Shootas [AP,A]	25/50 25	2 2	-1 0	[TR1], [OT]



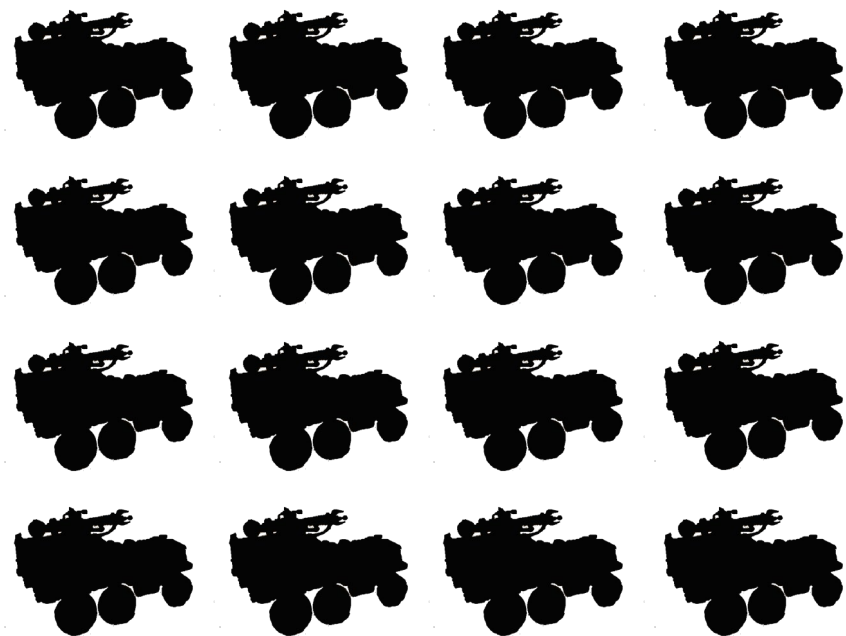
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK C TRANSPORT MOB

ONE BOYZ MOB
Sixteen Gun Trukk C.



550 Point Value

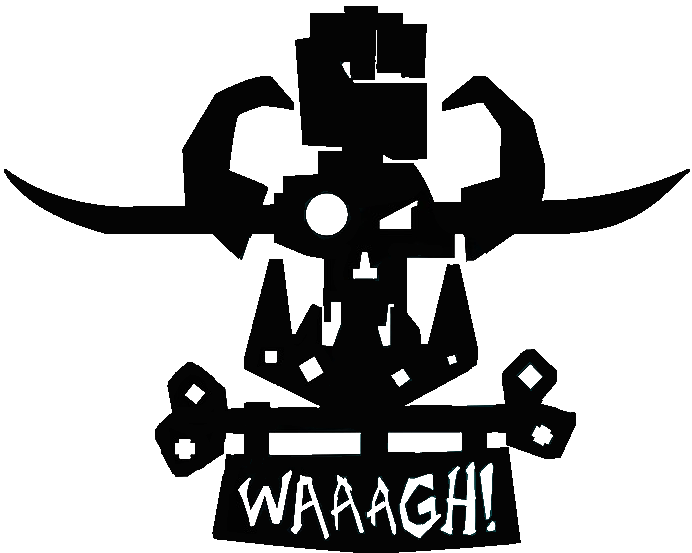


GUN TRUKK C TRANSPORT MOB

Break Point +6: The adds +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk C	25	6+	1/-1	Big Zzappa Shootas [AP,A]	25/50 25	1 2	-2 0	[TR1], [OT], Special



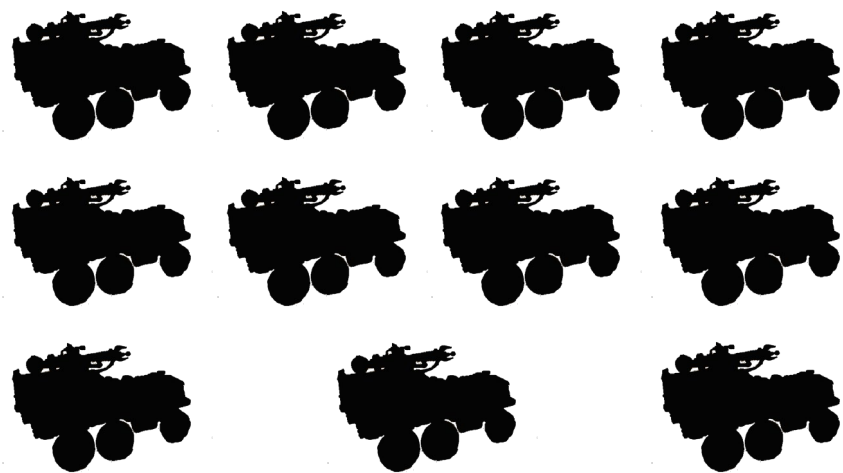
+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK C TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Eleven Gun Trukk C.



350 Point Value

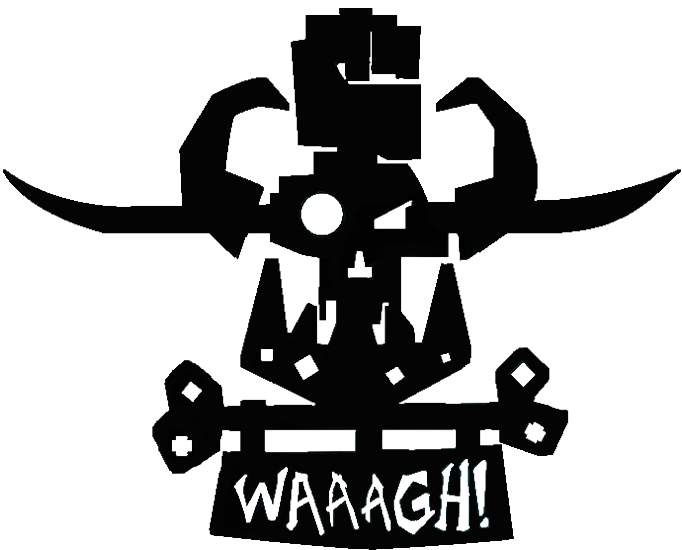


GUN TRUKK C TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk C	25	6+	1/-1	Big Zzappa Shootas [AP,A]	25/50	1	-2	[TR1], [OT], Special
					25	2	0	



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK C TRANSPORT MOB

ONE INFANTRY COMMAND MOB
Three Gun Trukk C.



100 Point Value

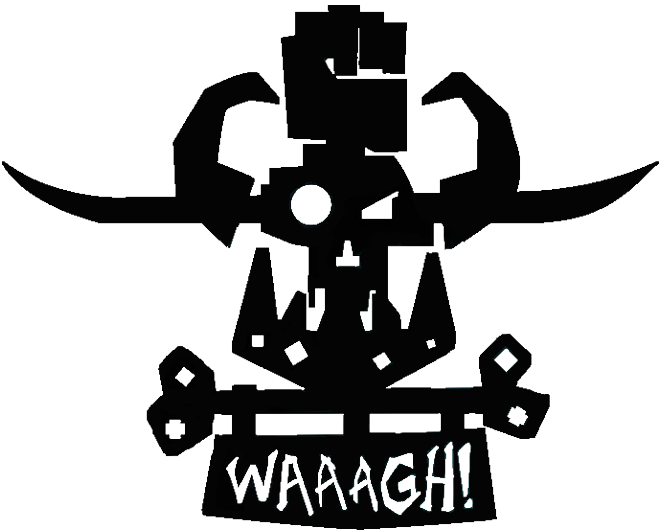


GUN TRUKK C TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk C	25	6+	1/-1	Big Zzappa Shootas [AP,A]	25/50 25	1 2	-2 0	[TR1], [OT], Special



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK C TRANSPORT MOB

ONE MEK, BIG MEK, PAINBOY, WEIRDBOY OR WARPHEAD FORMATION
Three Gun Trukk C.



100 Point Value

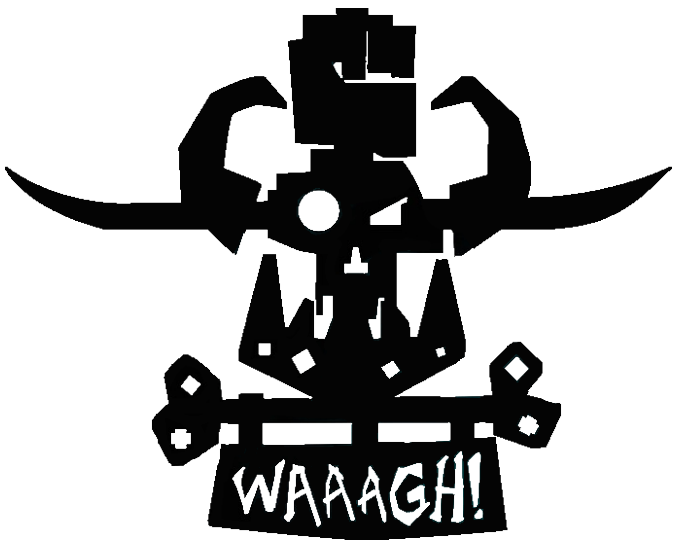


GUN TRUKK C TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk C	25	6+	1/-1	Big Zzappa Shootas [AP,A]	25/50 25	1 2	-2 0	[TR1], [OT], Special



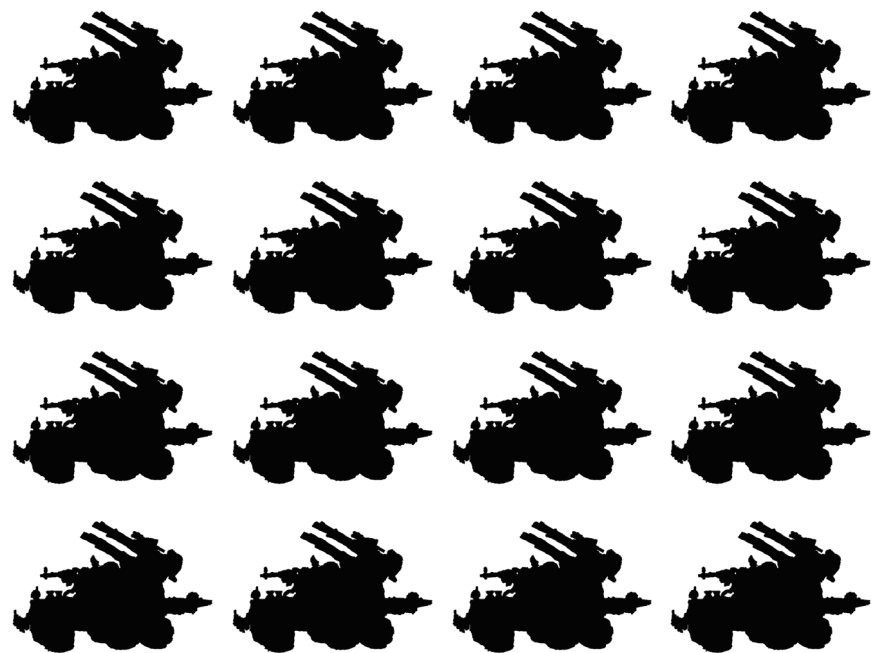
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK D TRANSPORT MOB

ONE BOYZ MOB
Sixteen Gun Trukk D.



700 Point Value

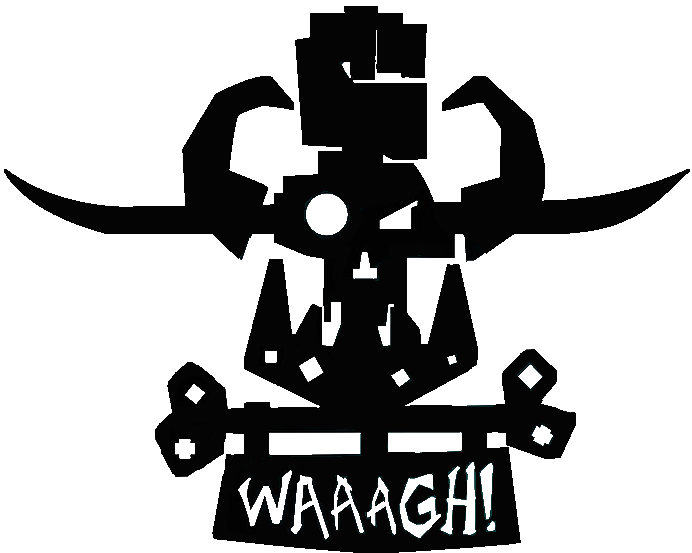


GUN TRUKK D TRANSPORT MOB

Break Point +6: The adds +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk D	25	6+	1/-1	Flakka Gunz [AA,TL2]	25/50	1	-2	[TR1], [OT]
				Shootas [AP,A]	25	2	0	



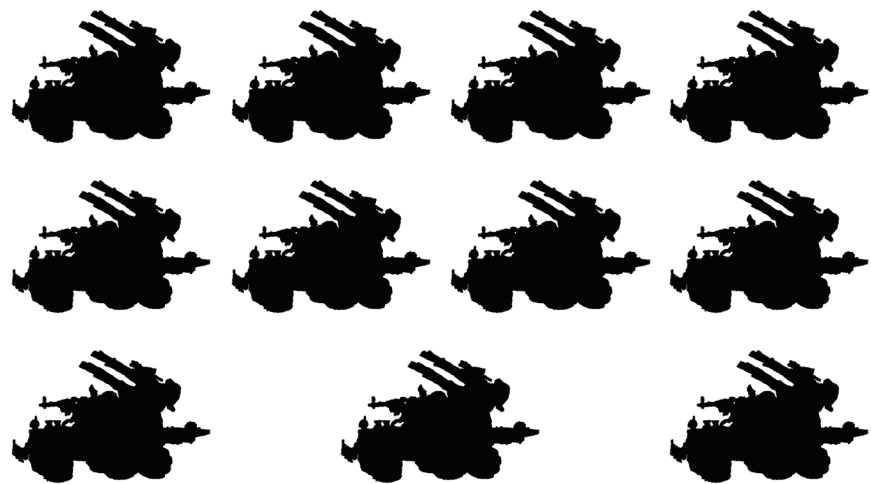
+7 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK D TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Eleven Gun Truk D.



500 Point Value

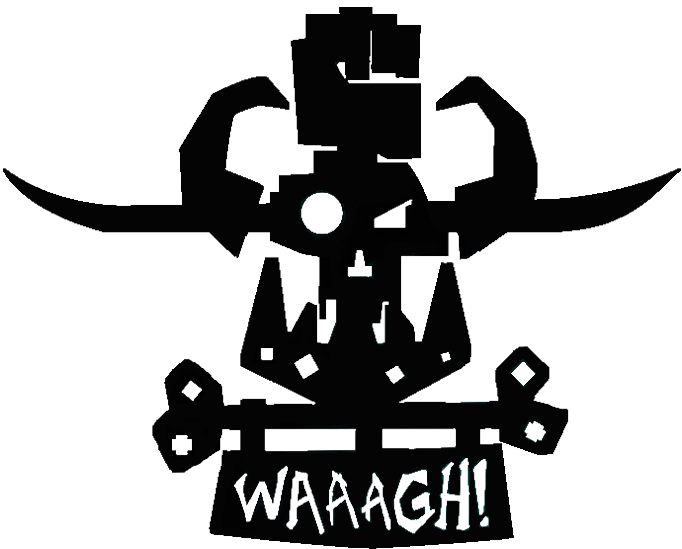


GUN TRUKK D TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Truk D	25	6+	1/-1	Flakka Gunz [AA,TL2]	25/50	1	-2	[TR1], [OT]
				Shootas [AP,A]	25	2	0	



+5 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK D TRANSPORT MOB

ONE INFANTRY COMMAND MOB
Three Gun Trukk D.



150 Point Value

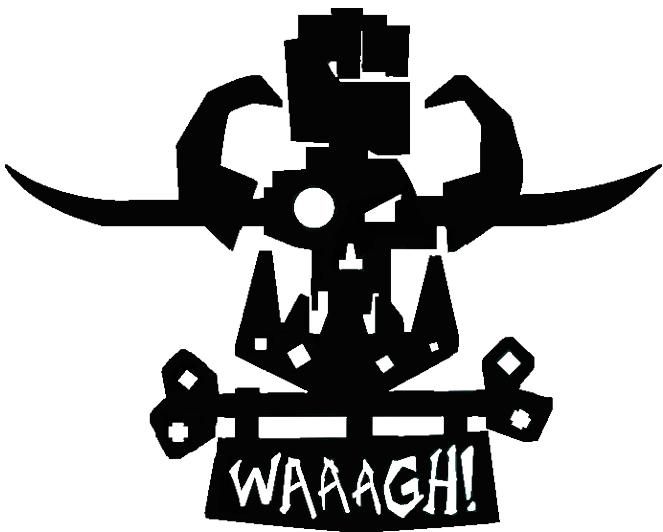


GUN TRUKK D TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk D	25	6+	1/-1	Flakka Gunz [AA,TL2]	25/50	1	-2	[TR1], [OT]
				Shootas [AP,A]	25	2	0	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK D TRANSPORT MOB

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

Three Gun Trukk D.



150 Point Value

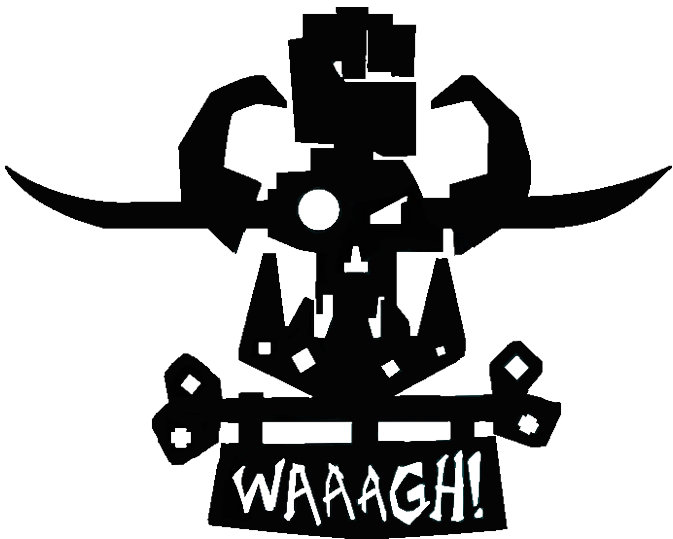


GUN TRUKK D TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk D	25	6+	1/-1	Flakka Gunz [AA,TL2]	25/50	1	-2	[TR1], [OT]
				Shootas [AP,A]	25	2	0	



+2 Victory Points

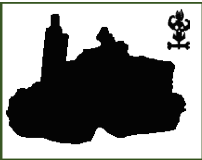
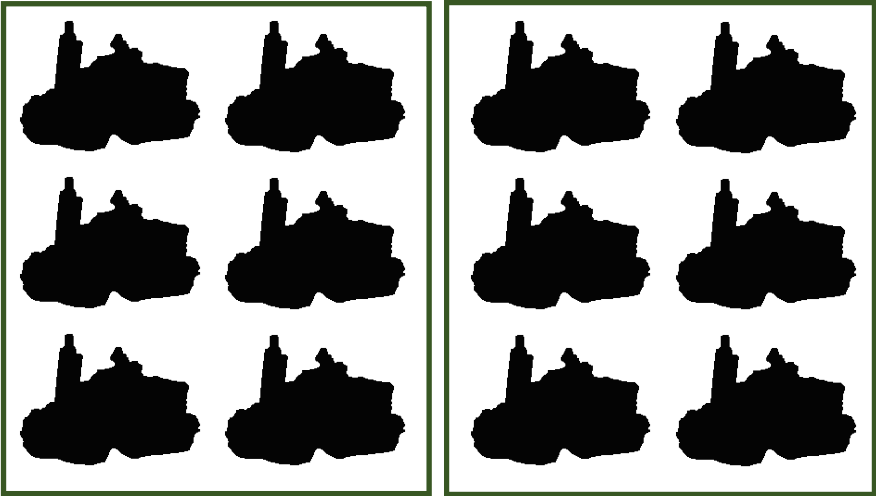
Your opponent gains +1VP when attached formation is broken

SCRAP TRUKK TRANSPORTS

TRANSPORT POOL

SCRAP TRUKK TRANSPORT MOB

ONE INFANTRY WARBAND
Thirteen Scrap Trukks



400 Point Value

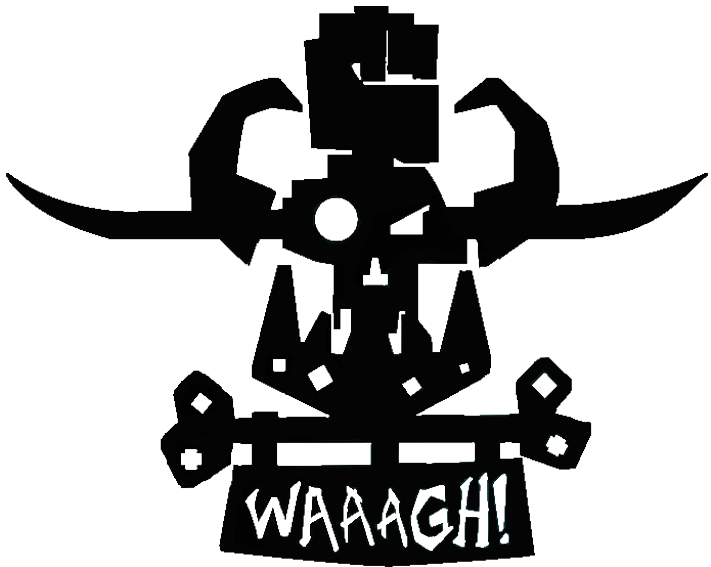


SCRAP TRUKK TRANSPORT MOB

Break Point +5: The adds +5 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Scrap Trukk	25	5+	2/-2	Rokkits [A] Wrecker Ball [B]	25 -	1 -	-2 -	[TR3], [OT], Special



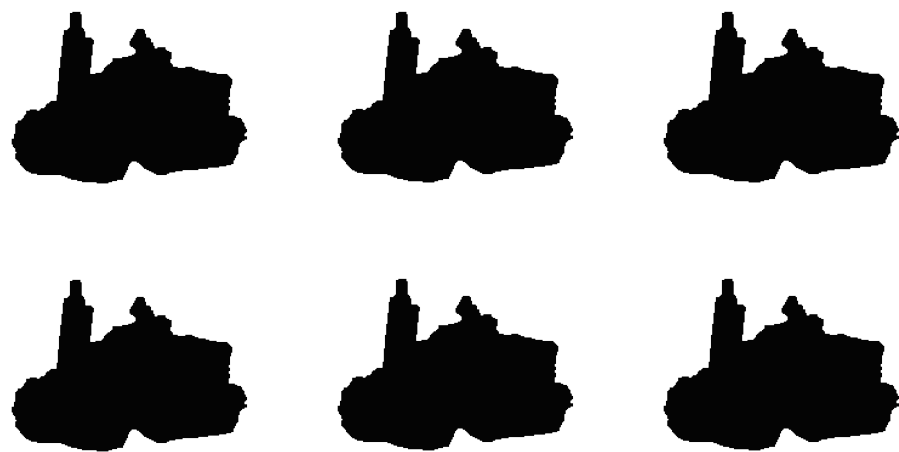
+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

SCRAP TRUKK TRANSPORT MOB

ONE BOYZ MOB
Six Scrap Trukks



200 Point Value

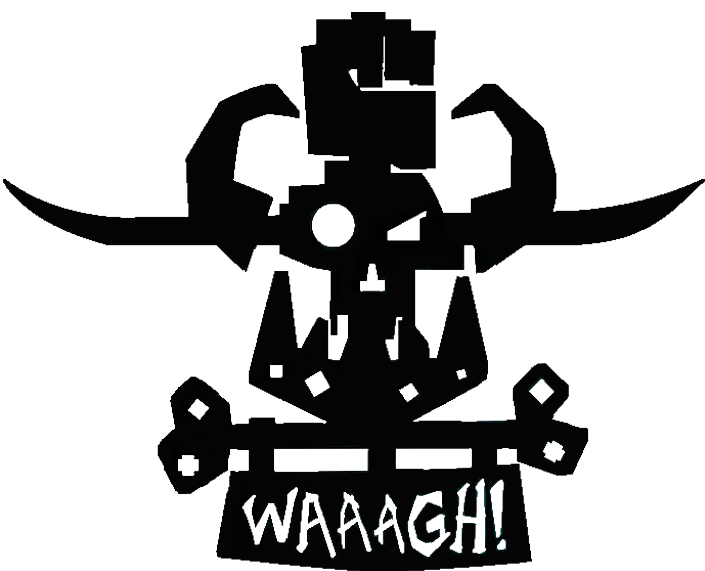


SCRAP TRUKK TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Scrap Trukk	25	5+	2/-2	Rokkits [A] Wrecker Ball [B]	25 -	1 -	-2 -	[TR3], [OT], Special



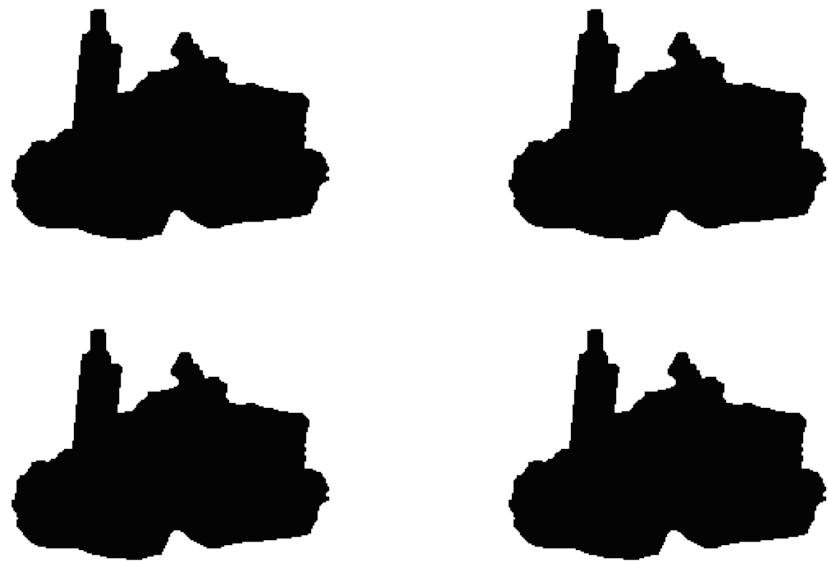
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SCRAP TRUKK TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Four Scrap Trukks



100 Point Value

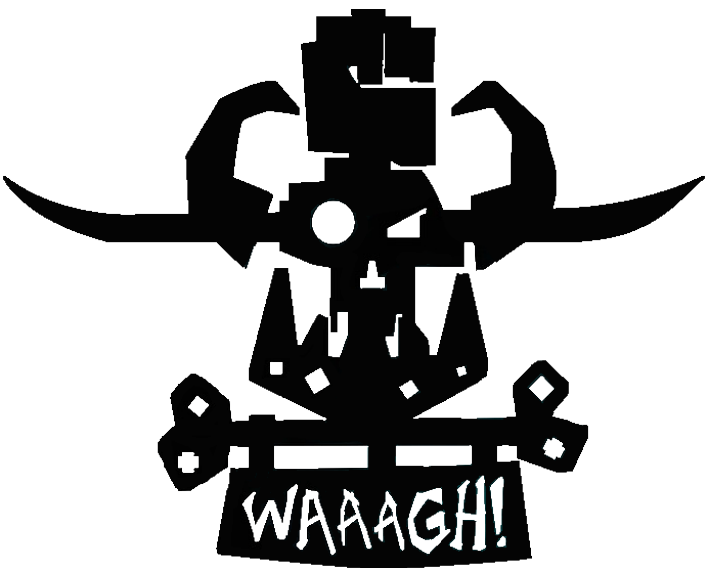


SCRAP TRUKK TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Scrap Trukk	25	5+	2/-2	Rokkits [A] Wrecker Ball [B]	25 -	1 -	-2 -	[TR3], [OT], Special



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SCRAP TRUKK TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Scrap Trukk



50 Point Value

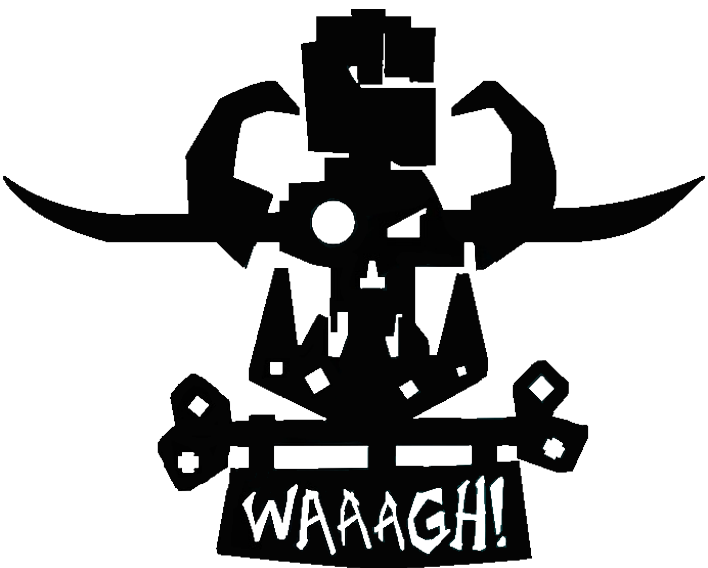


SCRAP TRUKK TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Scrap Trukk	25	5+	2/-2	Rokkits [A] Wrecker Ball [B]	25 -	1 -	-2 -	[TR3], [OT], Special



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SCRAP TRUKK TRANSPORT MOB

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



50 Point Value

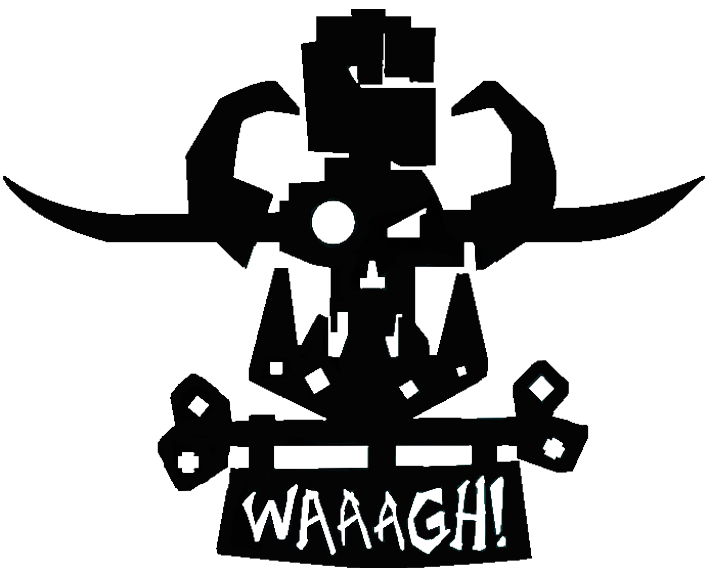


SCRAP TRUKK TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Scrap Trukk	25	5+	2/-2	Rokkits [A] Wrecker Ball [B]	25 -	1 -	-2 -	[TR3], [OT], Special



+1 Victory Points

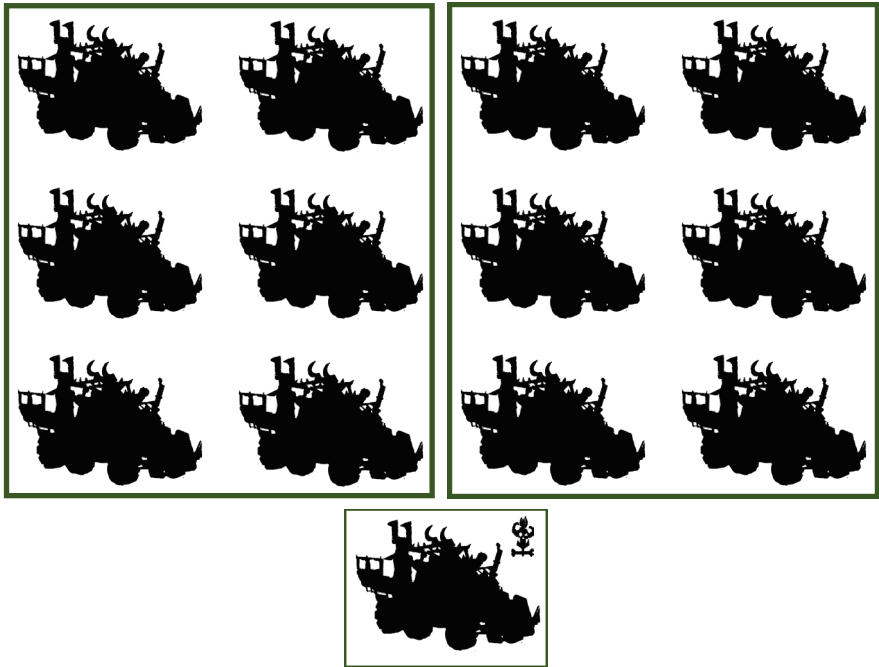
Your opponent gains +1VP when attached formation is broken

TRUKK TRANSPORTS

TRANSPORT POOL

TRUKK TRANSPORT MOB

ONE INFANTRY WARBAND
Thirteen Trukks



350 Point Value

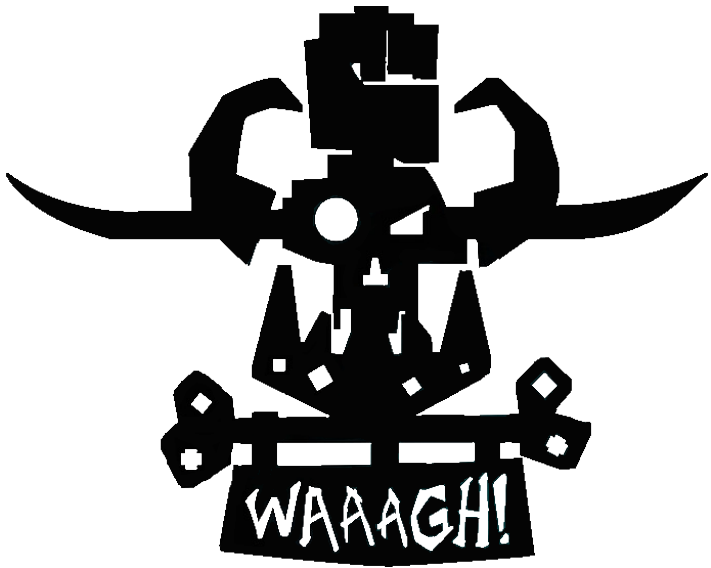


TRUKK TRANSPORT MOB

Break Point +5: The adds +5 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Trukk	25	6+	1/-1	Shootas [AP,A]	25	2	0	[TR3], [OT]



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

TRUKK TRANSPORT MOB

ONE BOYZ MOB
Six Trukks



150 Point Value

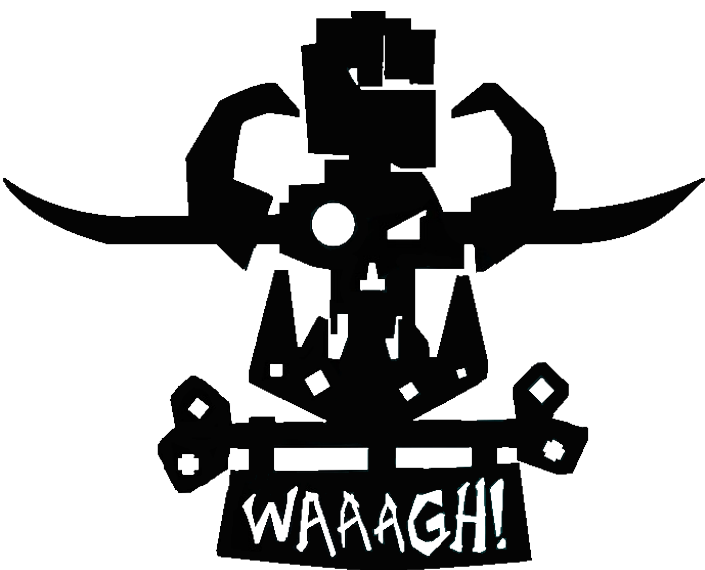


TRUKK TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Trukk	25	6+	1/-1	Shootas [AP,A]	25	2	0	[TR3], [OT]



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

TRUKK TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Four Trukks



100 Point Value

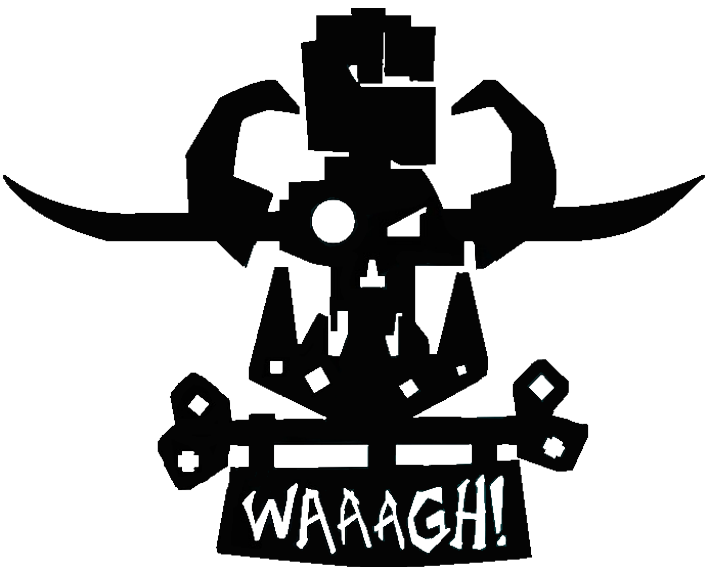


TRUKK TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Trukk	25	6+	1/-1	Shootas [AP,A]	25	2	0	[TR3], [OT]



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

TRUKK TRANSPORT MOB

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



50 Point Value

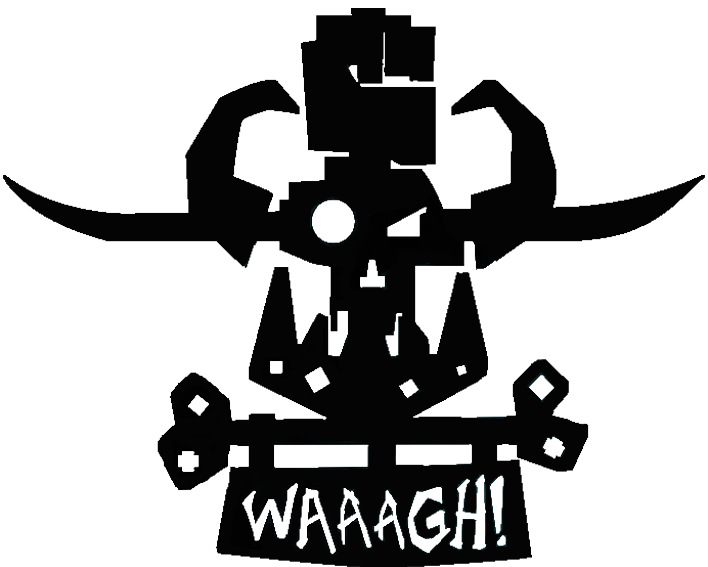


TRUKK TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Trukk	25	6+	1/-1	Shootas [AP,A]	25	2	0	[TR3], [OT]



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

TRUKK TRANSPORT MOB

ONE INFANTRY COMMAND MOB
One Trukk



50 Point Value

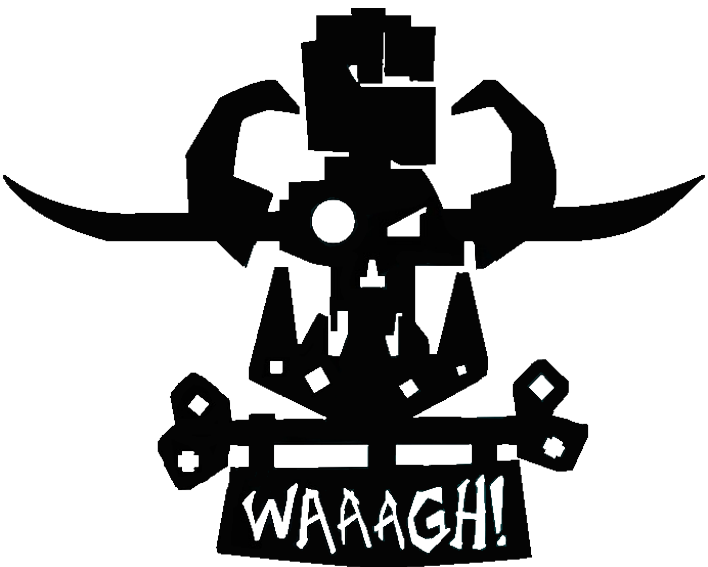


TRUKK TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Trukk	25	6+	1/-1	Shootas [AP,A]	25	2	0	[TR3], [OT]



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

WALKER TRANSPORTS

TRANSPORT POOL

GORKANAUT TRANSPORT MOB

ONE MEK OR BIG MEK MOB
Three Gorkanauts



350 Point Value

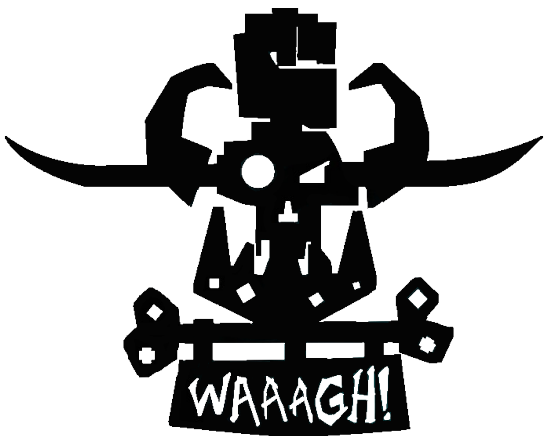


GORKANAUT TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gorkanaut	15	2+	4/-4	Rokkit Launcher [A]	25	2	-2	[DR2], [TR1], Special
				Deffstorm Mega				
				Shoota	20/35	5	-1	
				Skorcha [AP,A]	10	2	0	
				Shootas [AP,A]	25	2	0	
				Power Claw [B]	-	-	-	



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

GORKANAUT TRANSPORT MOB

ONE COMMAND MOB
Three Gorkanauts



350 Point Value

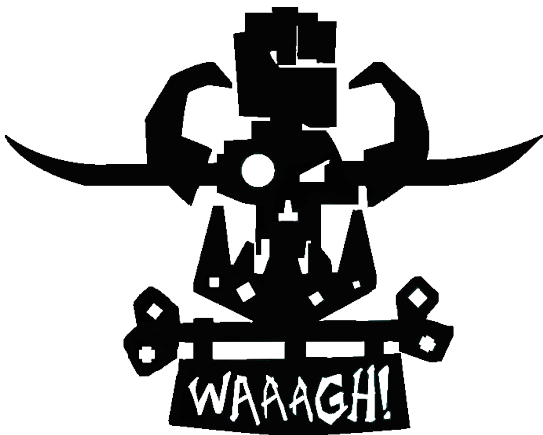


GORKANAUT TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gorkanaut	15	2+	4/-4	Rokkit Launcher [A] Deffstorm Mega Shoota Skorcha [AP,A] Shootas [AP,A] Power Claw [B]	25 20/35 10 25 -	2 5 2 2 -	-2 -1 0 0 -	[DR2], [TR1], Special



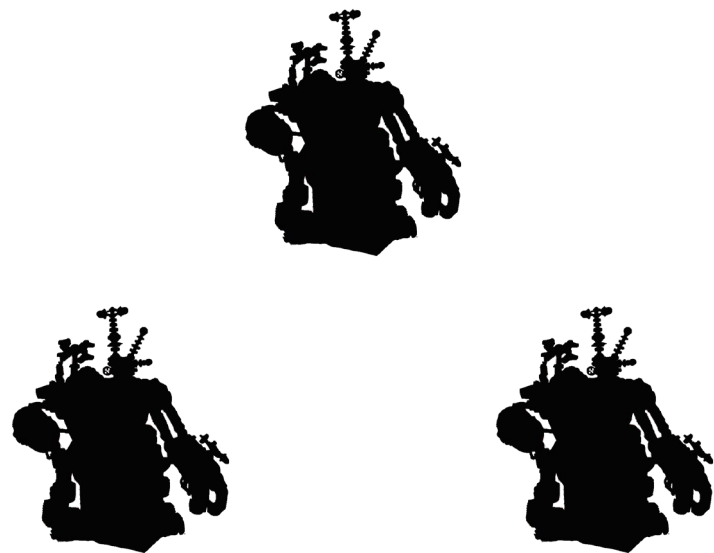
+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

MORKANAUT TRANSPORT MOB

ONE MEK OR BIG MEK MOB
Three Morkanauts



300 Point Value

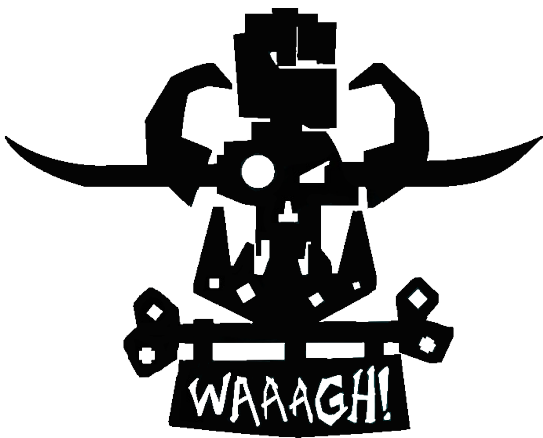


MORKANAUT TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Morkanaut	15	2+	4/-4	Rokkit Launcher [A]	25	2	-2	[DR2], [TR1], Special
				Kustom Mega Kannon [B]	20/35	1	-2	
				Mega Blaster [A]	25	2	-2	
				Shootas [AP,A]	25	3	0	
				Power Claw [B]	-	-	-	



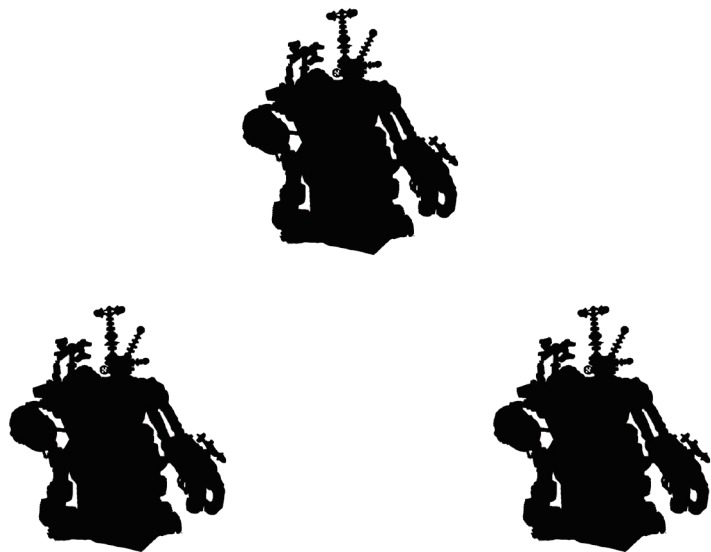
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

MORKANAUT TRANSPORT MOB

ONE COMMAND MOB
Three Morkanauts



300 Point Value

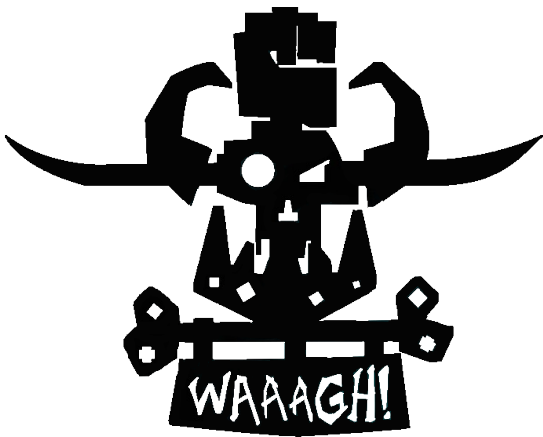


MORKANAUT TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Morkanaut	15	2+	4/-4	Rokkit Launcher [A] Kustom Mega Kannon [B] Mega Blaster [A] Shootas [AP,A] Power Claw [B]	25 20/35 25 25 -	2 1 2 3 -	-2 -2 -2 0 -	[DR2], [TR1], Special



+3 Victory Points

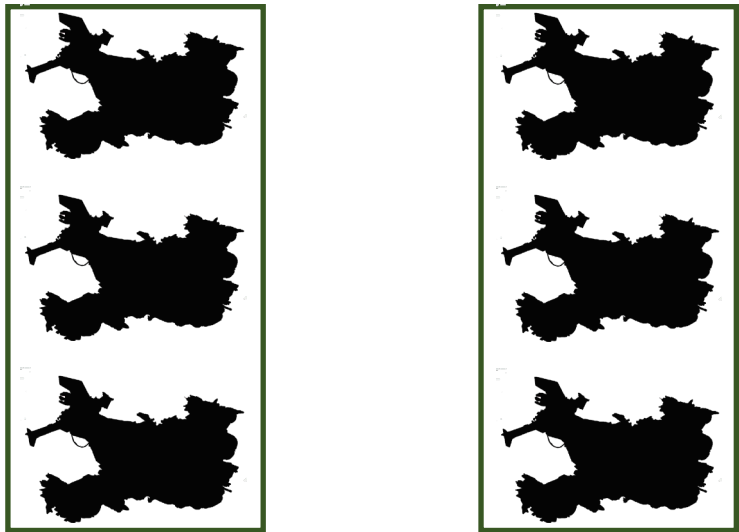
Your opponent gains +2VP when attached formation is broken

FLIER TRANSPORTS

TRANSPORT POOL

BLASTA BOMMA TRANSPORT MOB

ONE INFANTRY WARBAND
Seven Blasta Bommas



1550 Point Value

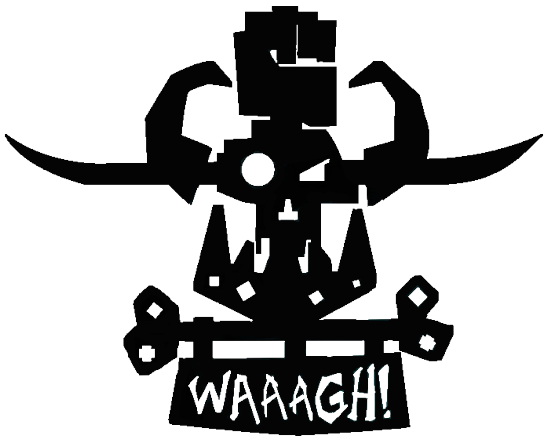


BLASTA BOMMA TRANSPORT MOB

Break Point 3: The Mob is broken if it has lost 3 stands. Once the Mob is broken it must take a Morale check.

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

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



Victory Points 16 VP

Your opponent gains 8 VPs when this Mob is broken

TRANSPORT POOL

BLASTA BOMMA TRANSPORT MOB

ONE BOYZ MOB
Three Blasta Bommas



650 Point Value

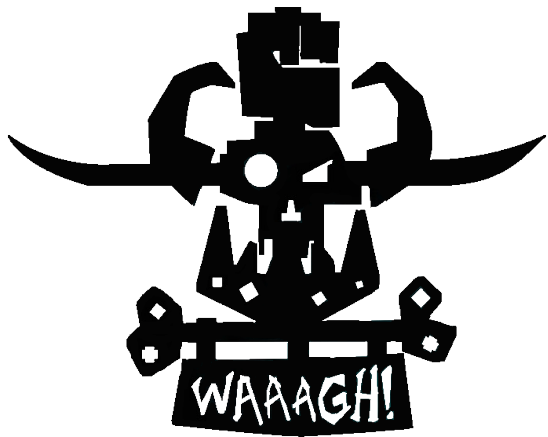


BLASTA BOMMA TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Blasta Bomma	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 4 VPs when this Mob is broken

TRANSPORT POOL

BLASTA BOMMA TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Two Blasta Bommas



450 Point Value

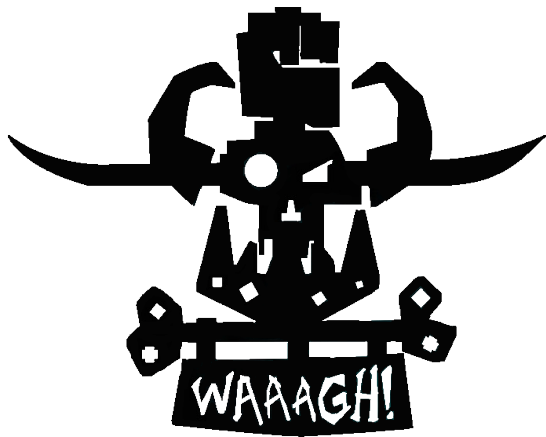


BLASTA BOMMA TRANSPORT MOB

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

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

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



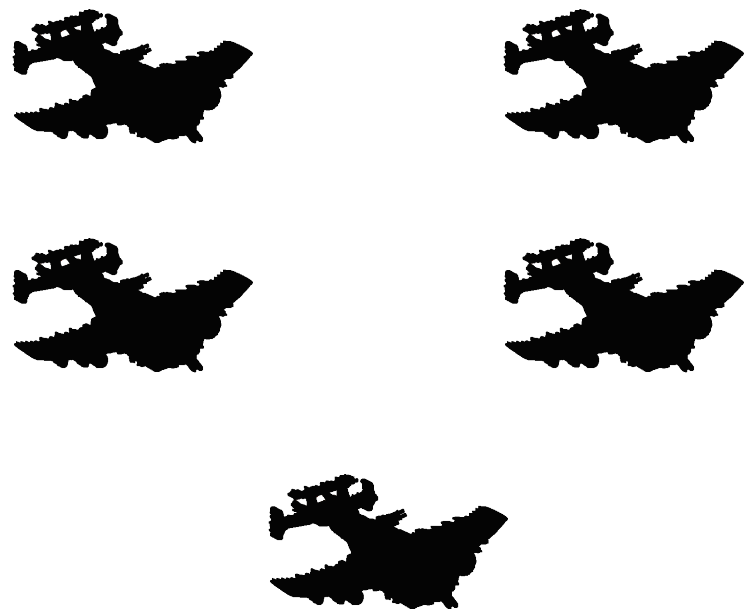
Victory Points 5 VP

Your opponent gains 3 VPs when this Mob is broken

TRANSPORT POOL

‘EAVY BOMMA TRANSPORT MOB

ONE INFANTRY WARBAND
Five ‘Eavy Bommas



750 Point Value

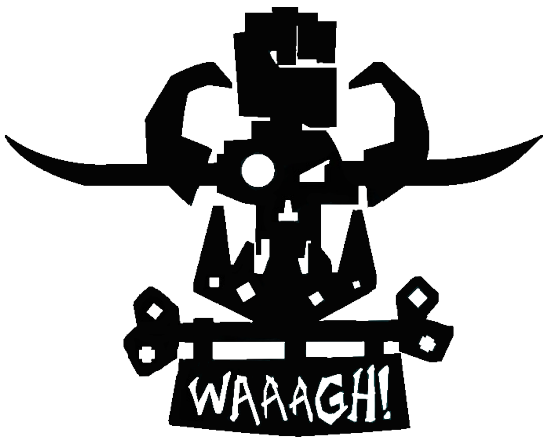


‘EAVY BOMMA TRANSPORT MOB

Break Point 2: The Mob is broken if it has lost 2 stands. Once the Mob is broken it must take a Morale check.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
‘Eavy Bomma	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 8 VP

Your opponent gains 4 VPs when this Mob is broken

TRANSPORT POOL

‘EAVY BOMMA TRANSPORT MOB

ONE BOYZ MOB
Two ‘Eavy Bommas



300 Point Value

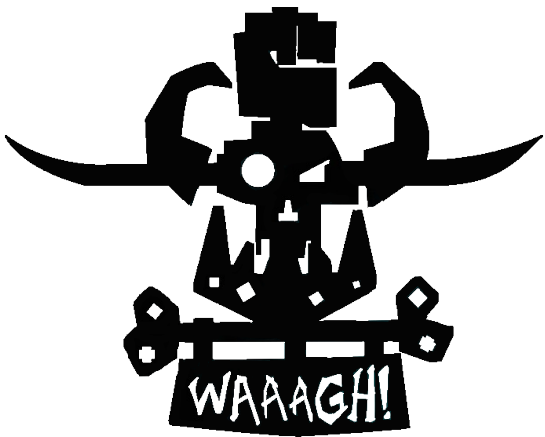


‘EAVY BOMMA TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
‘Eavy Bomma	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	



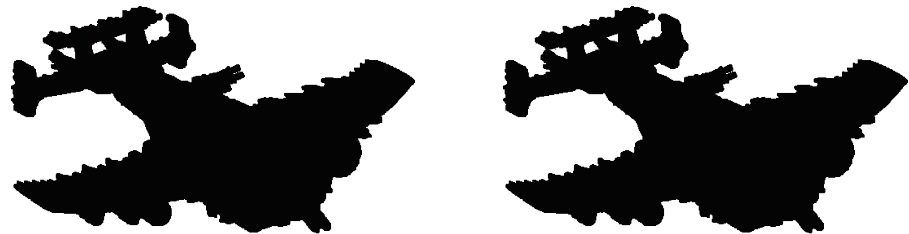
Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

TRANSPORT POOL

‘EAVY BOMMA TRANSPORT MOB

ONE LOOTAS, ‘EAVY BOYZ OR FREEBOOTERZ MOB
Two ‘Eavy Bommas



300 Point Value

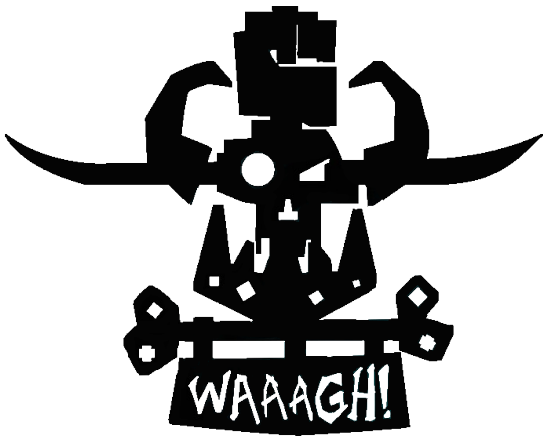


‘EAVY BOMMA TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
‘Eavy Bomma	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	



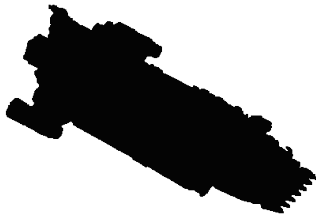
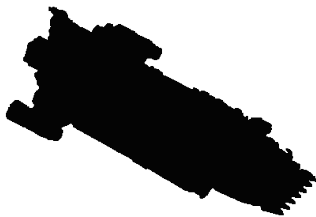
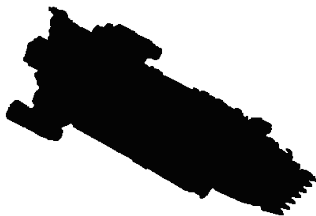
Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

TRANSPORT POOL

LANDA TRANSPORT MOB

ONE INFANTRY WARBAND
3 Landas



250 Point Value

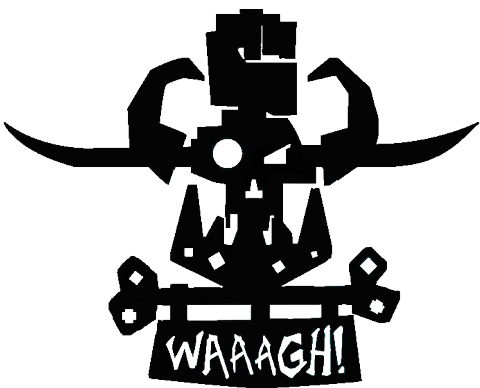


LANDA TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Landa	50[F]	2+	3/-1	Rokkits Shootas [AP,A]	25 25	1 2	-2 0	[DR2], [TR16], Special



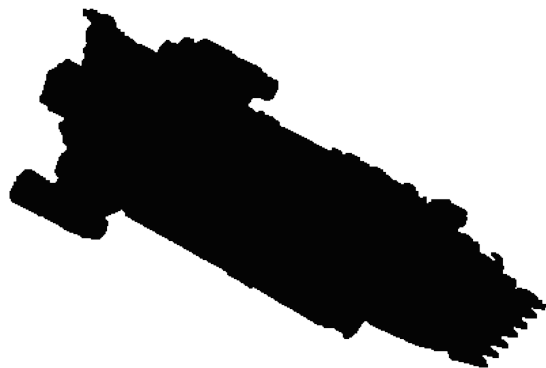
Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

TRANSPORT POOL

LANDA TRANSPORT MOB

ONE BOYZ MOB
One Landa



100 Point Value

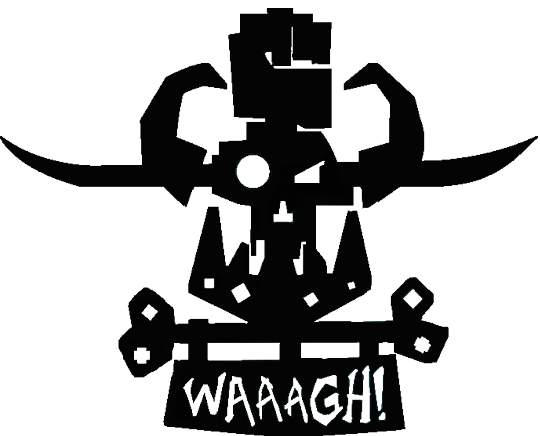


LANDA TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Landa	50[F]	2+	3/-1	Rokkits Shootas [AP,A]	25 25	1 2	-2 0	[DR2], [TR16], Special



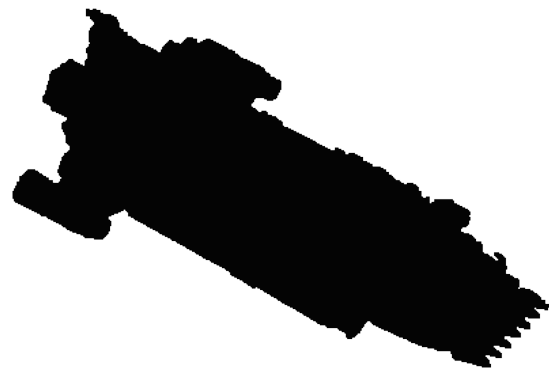
Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

TRANSPORT POOL

LANDA TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ OR FREEBOOTERZ MOB
One Landas



100 Point Value

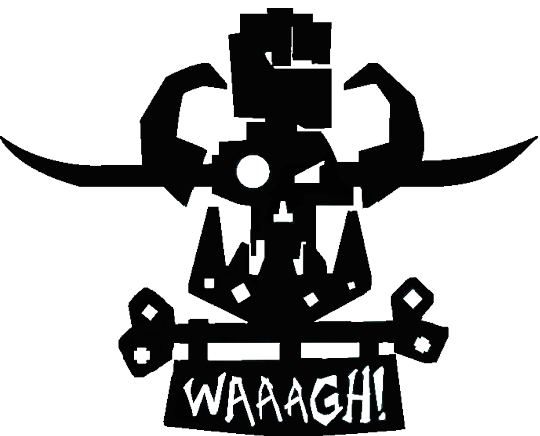


LANDA TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Landa	50[F]	2+	3/-1	Rokkits Shootas [AP,A]	25 25	1 2	-2 0	[DR2], [TR16], Special



Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

TRANSPORT POOL

MEGA BOMMA TRANSPORT MOB

ONE INFANTRY WARBAND
3 Mega Bommas



750 Point Value

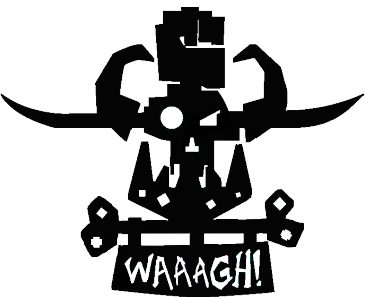


MEGA BOMMA TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Bomma	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 4 VPs when this Mob is broken

TRANSPORT POOL

MEGA BOMMA TRANSPORT MOB

ONE BOYZ MOB
One Mega Bomma



250 Point Value

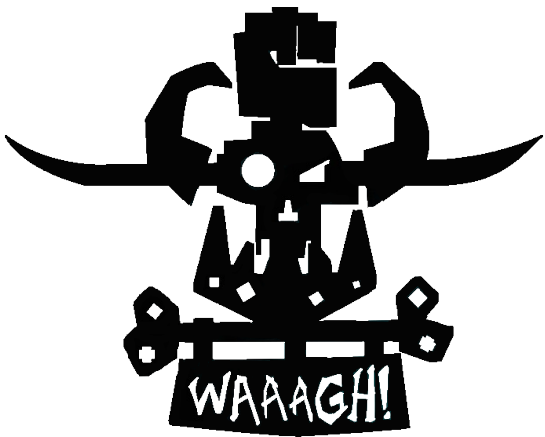


MEGA BOMMA TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Bomma	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 2 VPs when this Mob is broken

TRANSPORT POOL

MEGA BOMMA TRANSPORT MOB

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



250 Point Value

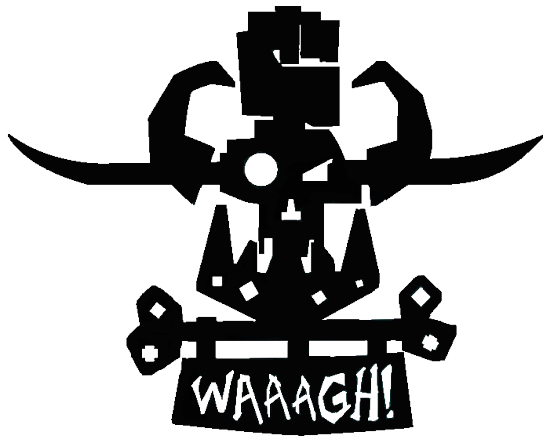


MEGA BOMMA TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Bomma	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	

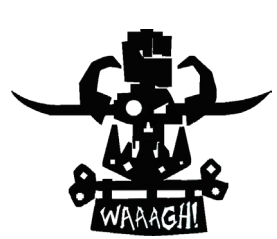


Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

TRANSPORT CARDS FOR USE WITH CLAN SPECIFIC ORK INFANTRY FORMATIONS

PLEASE NOTE THAT MOST STANDARD TRANSPORT CARDS APPLY TO ALMOST ANY ORK FORMATIONS. THE TRANSPORT CARDS IN THE CLAN SPECIFIC SECTIONS ARE DUE TO CLAN SPECIFIC COMPANY CARDS THAT HAVE NUMBERS OF STANDS THAT'S ARE DIFFERENT THAN MOST CLAN CARDS (FREEBOOTERZ PIRATE RAIDER WARBAND, LOOTA KREW OR GOFF DUE TO HIGHER NUMBER OF NOBZ STANDS). USE STANDARD TRANSPORT CARDS FOR ANY CLAN UNLESS YOU NEED A SPECIFIC ONE DUE TO THE UNIQUENESS OF SOME CLAN CARDS.



BLOOD AXES



The Blood Axes have the following Instinctual Behaviors:

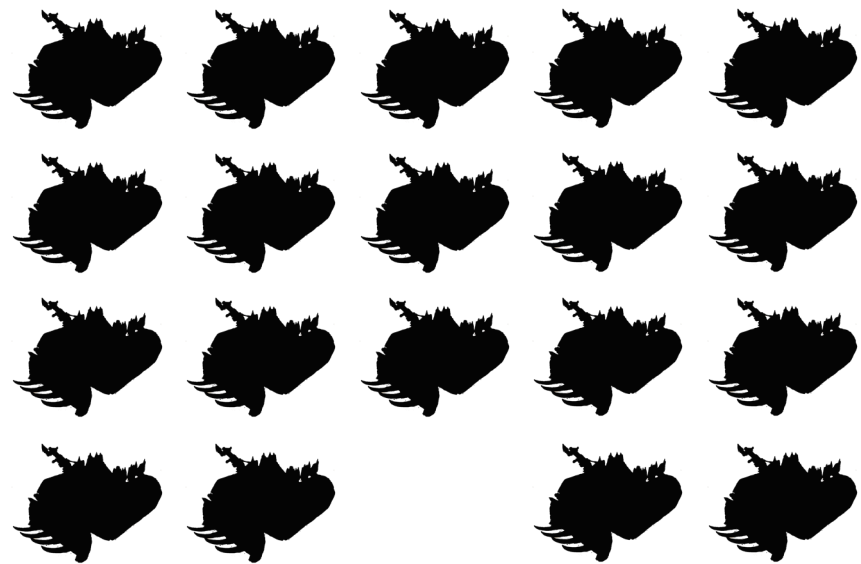
1. Blood Axe formations will be treated as having ADVANCE orders.
2. If the Ork player is behind in VP total versus his opponent, Blood Axe formations will advance move towards the closest table edge and ONLY fire on opposing formations within 25cms in the Advance fire phase.
3. Once a Blood Axe formation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



TRANSPORT POOL

HUMIE BIG TRACK TRANSPORT
MOB

ONE INFANTRY WAR BAND
Nineteen Humie Big Tracks



900 Point Value



HUMIE BIG TRACK TRANSPORT
MOB

Break Point +8: The adds +8 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
Humie Big Track	25	4+	2/-1	Zzap Gun Shootas [AP,A]	20/35 25	1 4	-2 0	[TR2], [OT], [AG], Special



+9 Victory Points

Your opponent gains +5VP when attached formation is broken

TRANSPORT POOL

HUMIE BIG TRACK TRANSPORT
MOB

ONE INFANTRY MOB
Eight Humie Big Tracks



400 Point Value



HUMIE BIG TRACK TRANSPORT
MOB

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

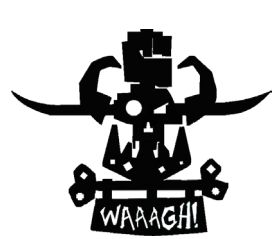
Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Humie Big Track	25	4+	2/-1	Zzap Gun Shootas [AP,A]	20/35 25	1 4	-2 0	[TR2], [OT], [AG], Special



+4 Victory Points

Your opponent gains +2VP when attached formation is broken



DEATHSKULLS



The Deathskulls have the following Instinctual Behaviors:

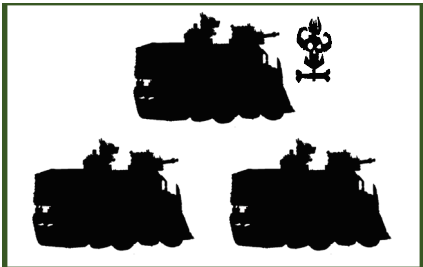
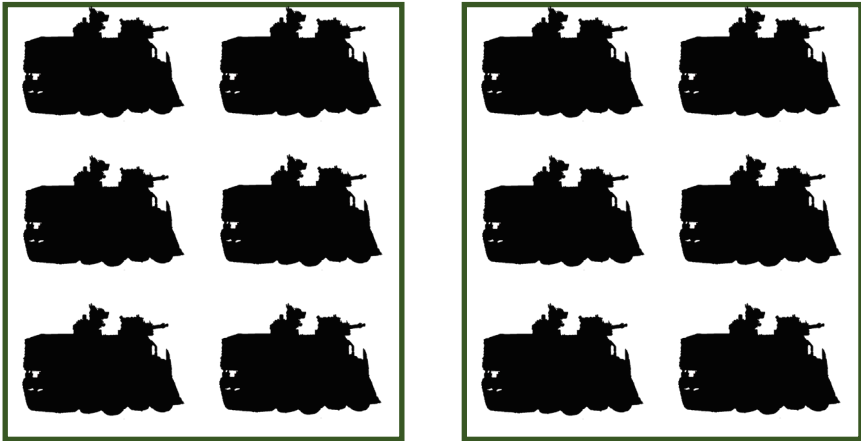
1. Deathskull formations will be treated as having ADVANCE orders.
2. When on instinctual behavior they will advance move to the closest objective OR super heavy vehicle OR Titan class element (players choice if multiple in the same range).
3. Once the formation arrives at an objective/super heavy vehicle 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 "WAARGH!" or higher (modified rolls of 8+). In this case all Deathskull elements gain a +5cms to their advance movement.



TRANSPORT POOL

'ARDCASE BATTLEWAGONS
TRANSPORT MOB

ONE LOOTA KREW WARBAND
Fifteen 'Ardcase Battlewagons



1100 Point Value



'ARDCASE BATTLEWAGONS
TRANSPORT MOB

Break Point +6: The adds +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon with 'Ardcase	20	2+	3/-2	Killkannon [B2] Big Zzappa Shootas (AP,A)	20/35 25/50 25	1 1 4	-2 -2 0	[DR2], [TR2]



+11 Victory Points

Your opponent gains +6VP when attached formation is broken

TRANSPORT POOL

BLASTA BOMMA TRANSPORT MOB

ONE LOOTA KREW WARBAND
Five Blasta Bommas



1100 Point Value



BLASTA BOMMA TRANSPORT MOB

Break Point 2: The Mob is broken if it has lost 2 stands. Once the Mob is broken it must take a Morale check.

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

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



Victory Points 11 VP

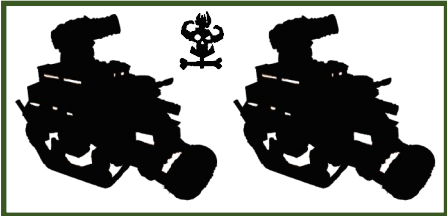
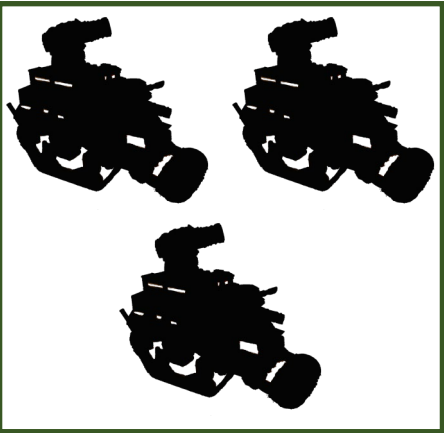
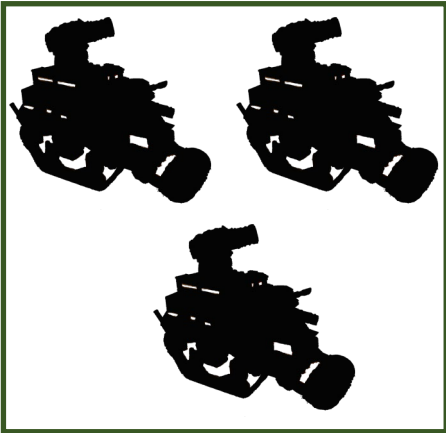
Your opponent gains 6 VPs when this Mob is broken

TRANSPORT POOL

BOOMBUSTA BATTLEFORTRESS
TRANSPORT MOB

ONE LOOTA KREW WARBAND

Eight Boombusta Battlefortresses



1100 Point Value



BOOMBUSTA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Boombusta Battle Fortress	15	2+	4/-3	Supa Lobba [B3,AY] Shootas (AP,A)	25/50 4	6 4	-2 0	[DR3], [TR4]



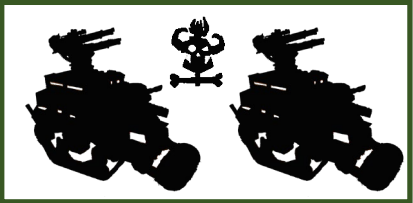
+11 Victory Points

Your opponent gains +6VP when attached formation is broken

TRANSPORT POOL

FLAKKA DAKKA BATTLEFORTRESS
TRANSPORT MOB

ONE LOOTA KREW WARBAND
Eight Flakka Dakka Battlefortresses



1100 Point Value



FLAKKA DAKKA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Flakka-Dakka Battle Fortress	15	2+	4/-3	Flakka Gun [AA,TL2]	25/50	2	-2	[DR3], [TR4]
				Supa Kannon [B]	30/60	1	-3	
				Big Zzappa	25/50	1	-2	
				Scorcha [FW]	10	4	0	
				Flakka Gun [AA,TL2]	25	5	0	



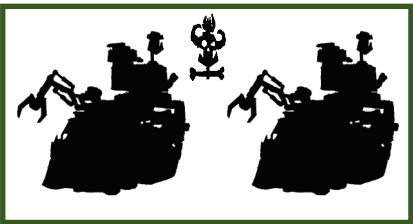
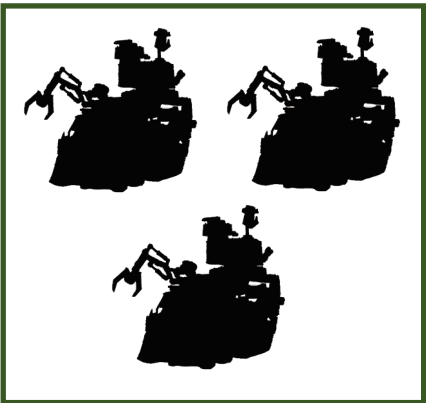
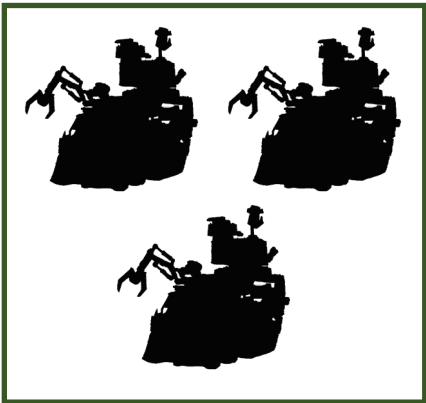
+11 Victory Points

Your opponent gains +6VP when attached formation is broken

TRANSPORT POOL

BATTLEWAGONS TRANSPORT MOB

ONE LOOTA KREW WARBAND
Eight Battlewagons



500 Point Value



BATTLEWAGONS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon	20	3+	3/-2	Kannon [B] Shootas [AP,A]	20/35 25	1 4	-2 0	[DR2], [TR4], [OT]



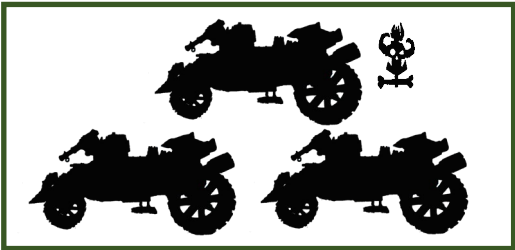
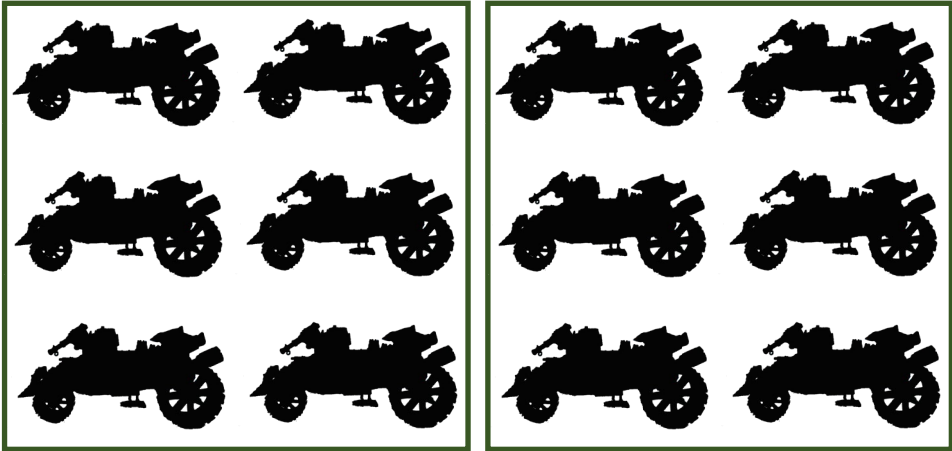
+5 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

LIGHT BATTLEWAGONS TRANSPORT
MOB

ONE LOOTA KREW WARBAND
Fifteen Light Battlewagons



550 Point Value



LIGHT BATTLEWAGONS TRANSPORT
MOB

Break Point +6: The adds +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon , Light	25	4+	2/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 1	-2 0	[TR2], Special



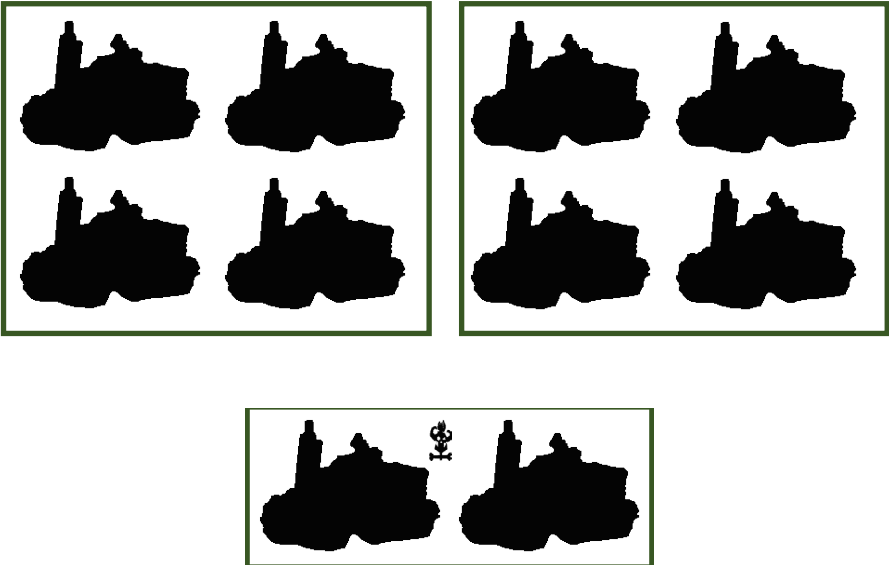
+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

SCRAP TRUKK TRANSPORT MOB

ONE LOOTA KREW WARBAND
Ten Scrap Trukks



300 Point Value



SCRAP TRUKK TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Scrap Trukk	25	5+	2/-2	Rokkits [A] Wrecker Ball [B]	25 -	1 -	-2 -	[TR3], [OT], Special



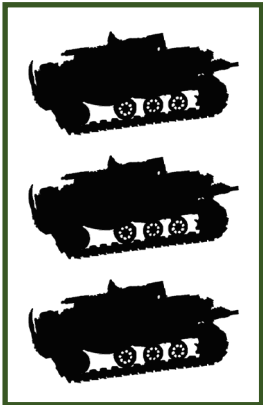
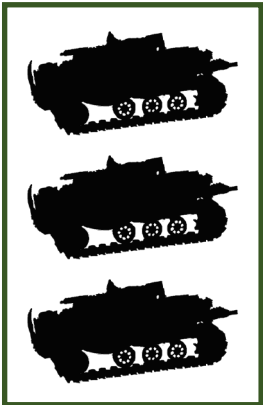
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BIG TRACK TRANSPORT MOB

ONE LOOTA KREW WARBAND
Eight Big Tracks



350 Point Value



BIG TRACK TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Track	25	4+	2/-1	Shootas [AP,A] Skorchas [FW,A]	25 10	2 2	0 0	[TR4], [OT], [AG]



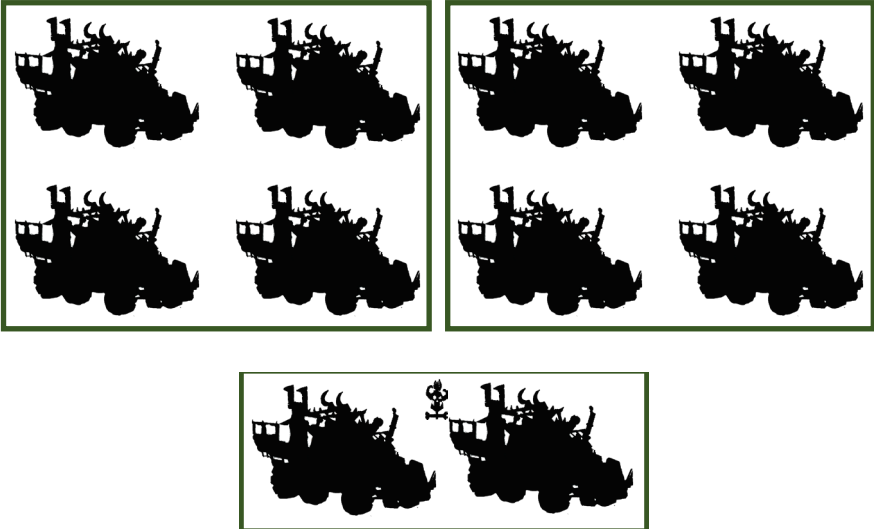
+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

TRUKK TRANSPORT MOB

ONE LOOTA KREW WARBAND
Ten Trukks



300 Point Value



TRUKK TRANSPORT MOB

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

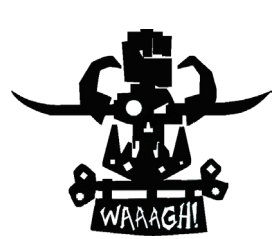
Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Trukk	25	6+	1/-1	Shootas [AP,A]	25	2	0	[TR3], [OT]

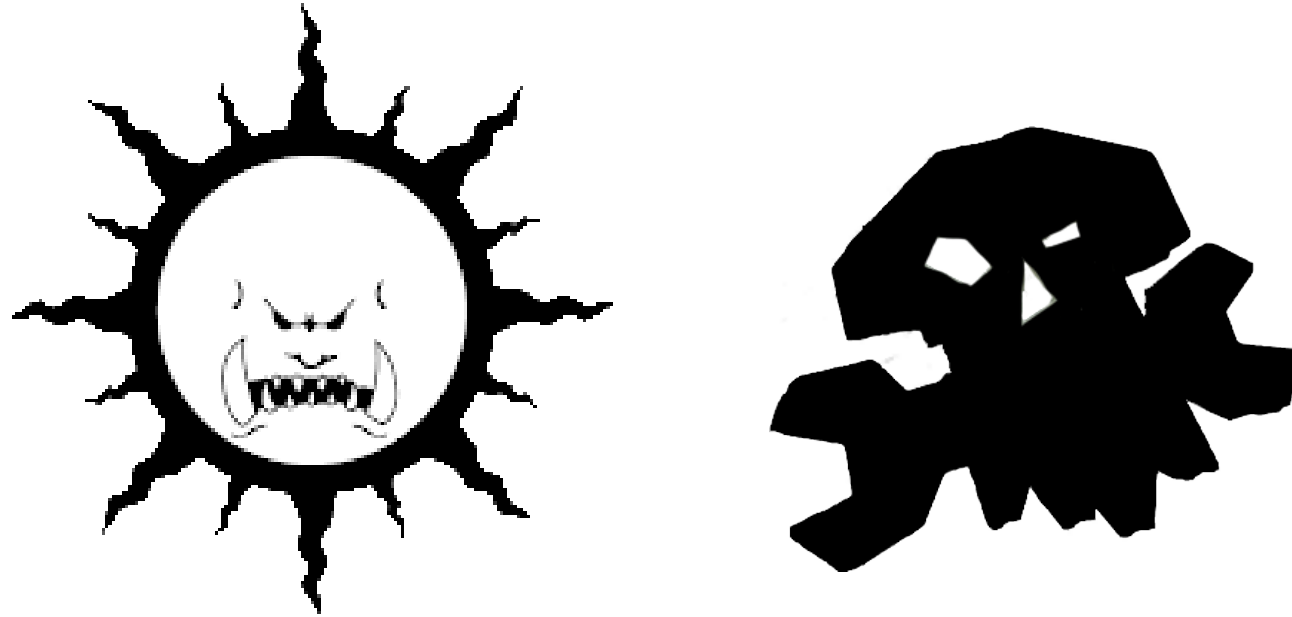


+3 Victory Points

Your opponent gains +2VP when attached formation is broken



EVIL SUNZ AND RENEGADE MEKBOYZ



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

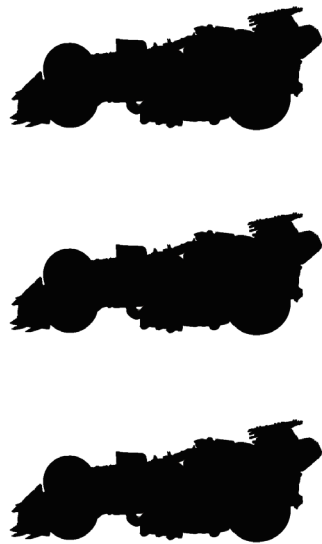
1. Evil Sunz/Renegade Mekboy formations will be treated as having CHARGE orders.
2. They can otherwise act normally according to the Ork players' wishes if they are on CHARGE orders. However, they **MUST** move **AT LEAST** at their base move or GREATER.
3. Waargh Energy Level: If the Waargh Energy level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



TRANSPORT POOL

MEKBOY DRAGSTA TRANSPORT
MOB

ONE MEK OR BIG MEK MOB
Three Mekboy Dragstas



200 Point Value

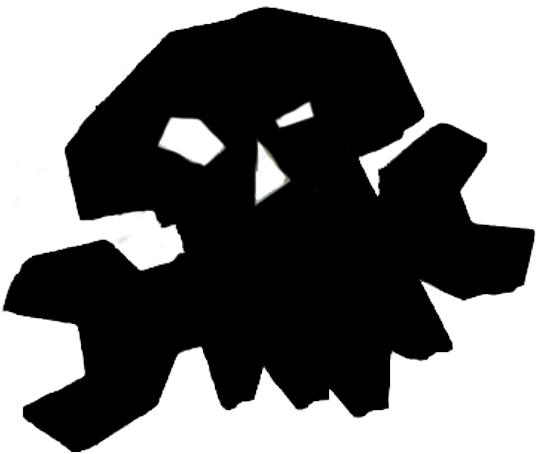


MEKBOY DRAGSTA TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Dragsta	30	4+	2/-1	Rokkits [A] Shootas [AP,A]	25 25	1 2	-2 0	[TR1], Special



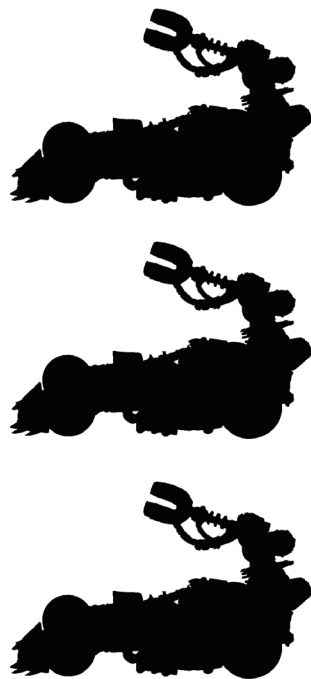
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

MEKBOY MAGNA KANNON
DRAGSTA TRANSPORT MOB

ONE MEK OR BIG MEK MOB
Three Mekboy Magna Kannon Dragstas



200 Point Value

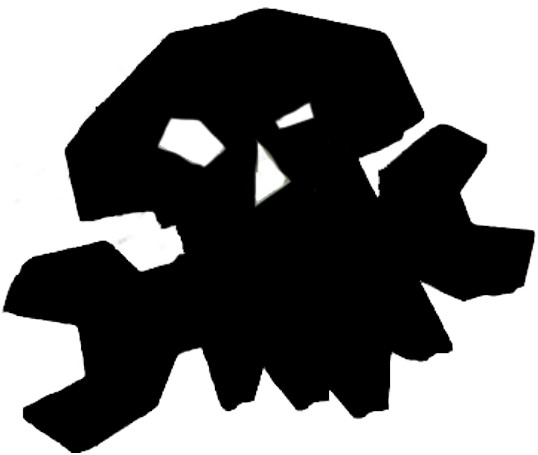


MEKBOY MAGNA KANNON
DRAGSTA TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Magna Kannon Dragsta	25	4+	2/-1	Magna Kannon [AA] Shootas [AP,A]	50/100 25	1 3	-1 0	[TR1], Special



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

MEKBOY BOOSTABLASTA SPEEDSTA
TRANSPORT MOB

ONE MEK OR BIG MEK MOB
Three Mekboy Boostablasta Speedstas



200 Point Value

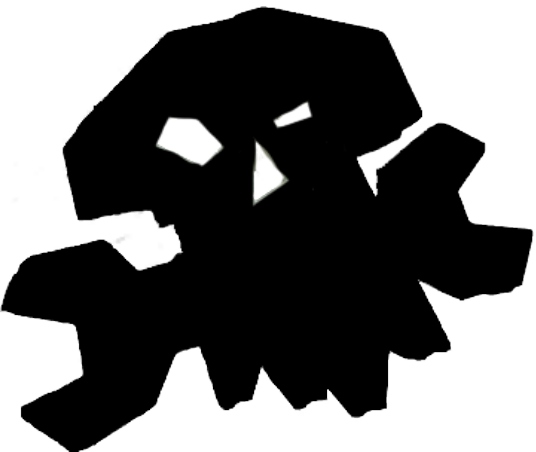


MEKBOY BOOSTABLASTA SPEEDSTA
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Boostablasta Speedsta	30	4+	2/-1	Rivet Gun [A] Shootas [AP,A] Skorchas [FW]	20/35 25 10	2 3 3	-2 0 0	[TR1], Special



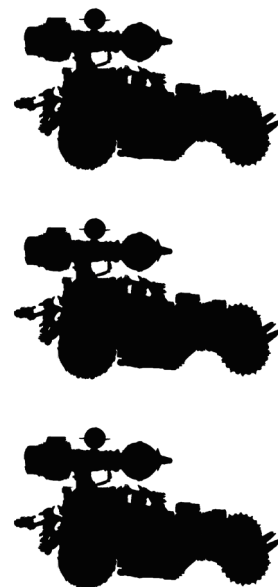
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

MEKBOY BUBBLE CHUKKA
SPEEDSTA TRANSPORT MOB

ONE MEK OR BIG MEK MOB
Three Mekboy Bubble Chukka Speedstas



200 Point Value

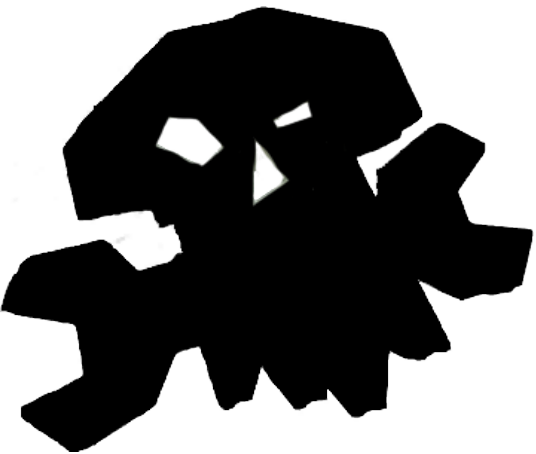


MEKBOY BUBBLE CHUKKA
SPEEDSTA TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Bubble Chukka Speedsta	25	4+	2/-1	Bubble Chukka [B,TL2]	20/35	2	-1	[TR1], Special
				Rokkits [A]	25	1	-2	
				Shootas [AP,A]	25	2	0	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

MEKBOY KANNON SPEEDSTA
TRANSPORT MOB

ONE MEK OR BIG MEK MOB
Three Mekboy Kannon Speedstas



200 Point Value

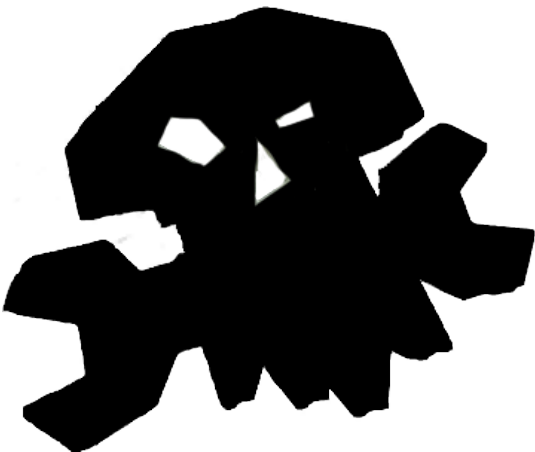


MEKBOY KANNON SPEEDSTA
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Kannon Speedsta	25	4+	2/-1	Giga Shoota Shootas [AP,A]	25/50 25	1-10 1	-1 0	[TR1], Special



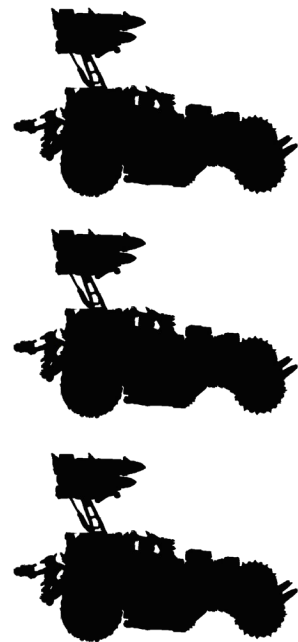
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

MEKBOY ROKKITS SPEEDSTA
TRANSPORT MOB

ONE MEK OR BIG MEK MOB
Three Mekboy Rokkits Speedstas



200 Point Value

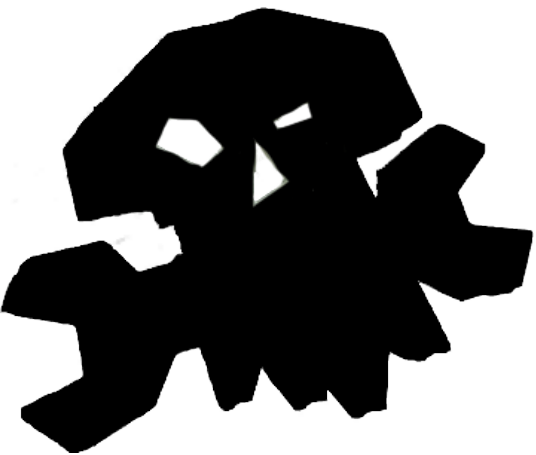


MEKBOY ROKKITS SPEEDSTA
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Rokkit Speedsta	25	4+	2/-1	Grot Bombs [AY,B2]	35/70	1	-2	[TR1], Special
				Rokkits [A]	25	1	-2	
				Shootas [AP,A]	25	2	0	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

MEKBOY SHOKK SPEEDSTA
TRANSPORT MOB

ONE MEK OR BIG MEK MOB
Three Mekboy Shokk Speedstas



200 Point Value

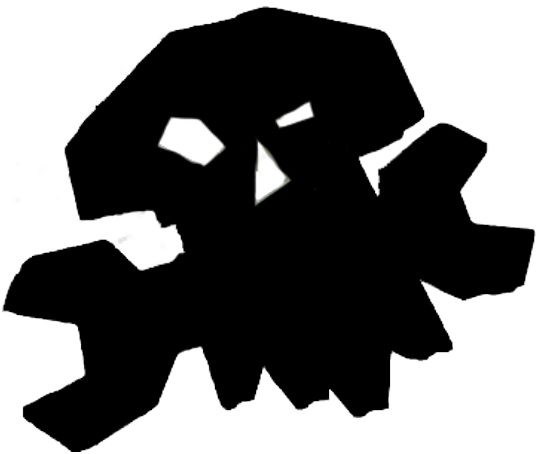


MEKBOY SHOKK SPEEDSTA
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Shokk Speedsta	25	4+	2/-1	Shokk Attack Gun [B2]	30/60	2	-2	[TR1], Special
				Rokkits [A]	25	1	-2	
				Shootas [AP,A]	25	2	0	



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

MEKBOY LIFTA DROPPA SPEEDSTA
TRANSPORT MOB

ONE MEK OR BIG MEK MOB
Three Mekboy Lifta Droppa Speedstas



200 Point Value

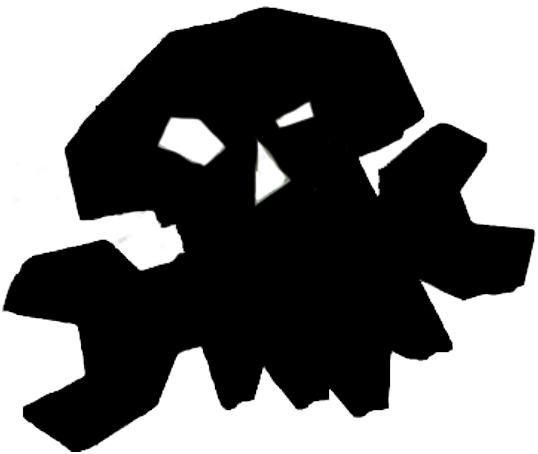


MEKBOY LIFTA DROPPA SPEEDSTA
TRANSPORT MOB

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

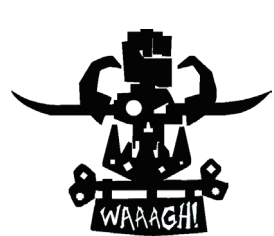
Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Lifta-Droppa Wagon	20	2+	2/-2	Lifta-Droppa [B3] Shootas [AP,A]	35/70 25	1 1	-3 0	[TR1], Special



+2 Victory Points

Your opponent gains +1VP when attached formation is broken



FREEBOOTERZ



The Freebooterz have the following Instinctual Behaviors:

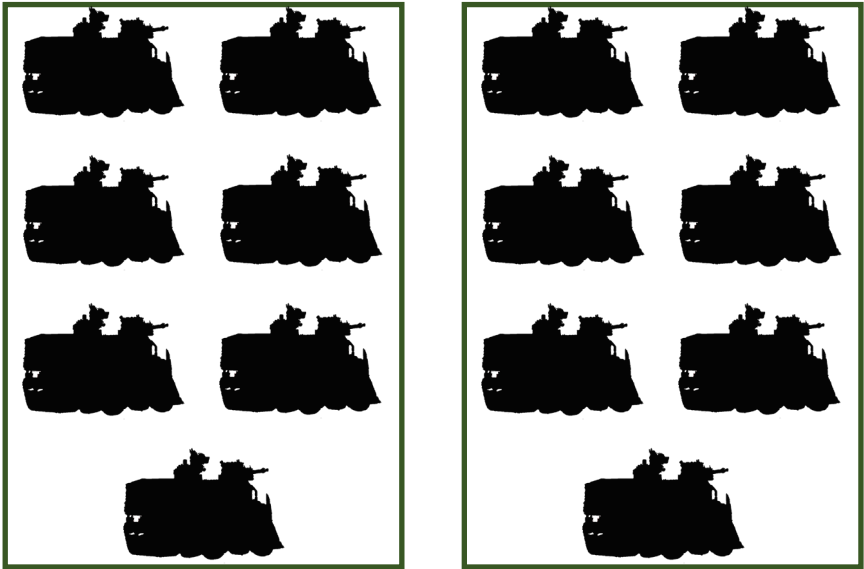
1. Freebooterz formations can be given any order.
2. Freebooterz formations gain a +1 bonus to morale and reserve rolls.
3. When there are 2 or more Freebooterz formations on the tabletop, the bonus to morale is ignored. However, Freebooterz formations now get a +2 bonus to reserve rolls.
4. Freebooterz 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.



TRANSPORT POOL

'ARDCASE BATTLEWAGONS
TRANSPORT MOB

ONE FREEBOOTERZ PIRATE RAIDER WARBAND
Sixteen 'Ardcase Battlewagons



1200 Point Value



'ARDCASE BATTLEWAGONS
TRANSPORT MOB

Break Point +6: The adds +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon	20	2+	3/-2	Killkannon [B2]	20/35	1	-2	[DR2], [TR2]
with				Big Zzappa	25/50	1	-2	
'Ardcase				Shootas [AP,A]	25	4	0	



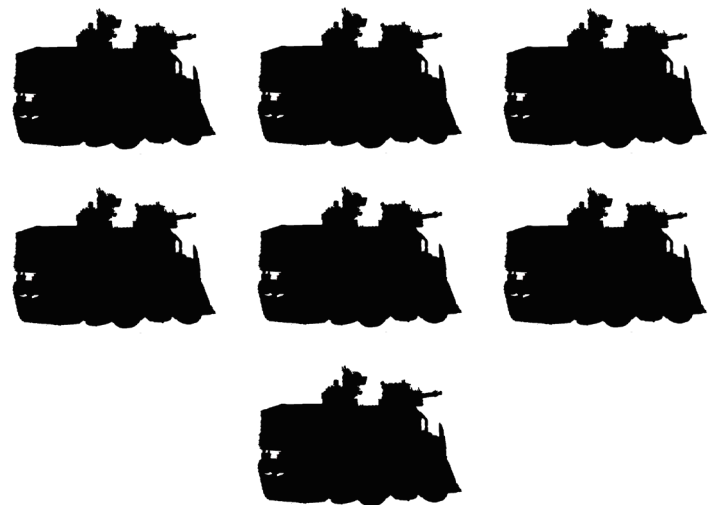
+12 Victory Points

Your opponent gains +6VP when attached formation is broken

TRANSPORT POOL

'ARDCASE BATTLEWAGONS
TRANSPORT MOB

ONE FREEBOOTERZ MOB
Seven 'Ardcase Battlewagons



400 Point Value



'ARDCASE BATTLEWAGONS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon	20	2+	3/-2	Killkannon [B2]	20/35	1	-2	[DR2], [TR2]
with				Big Zzappa	25/50	1	-2	
'Ardcase				Shootas [AP,A]	25	4	0	



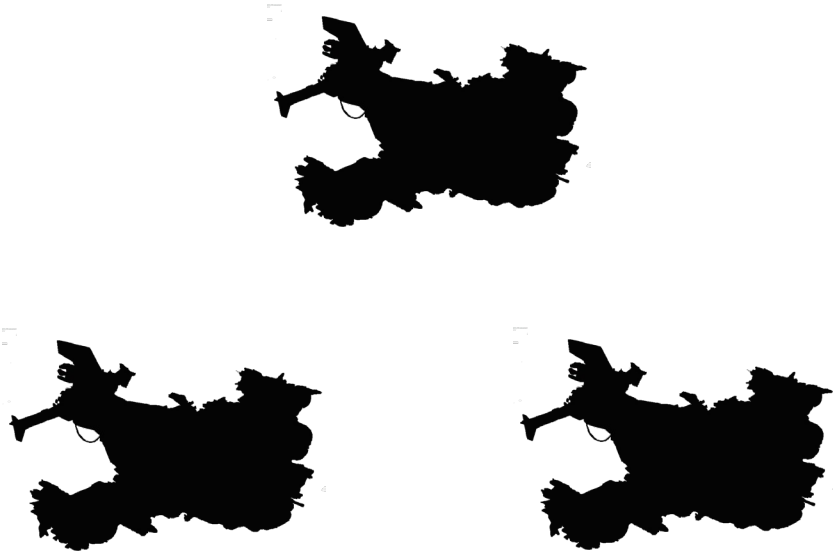
+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BLASTA BOMMA TRANSPORT MOB

ONE FREEBOOTERZ MOB
Three Blasta Bommas



650 Point Value



BLASTA BOMMA TRANSPORT MOB

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

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

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



Victory Points 7 VP

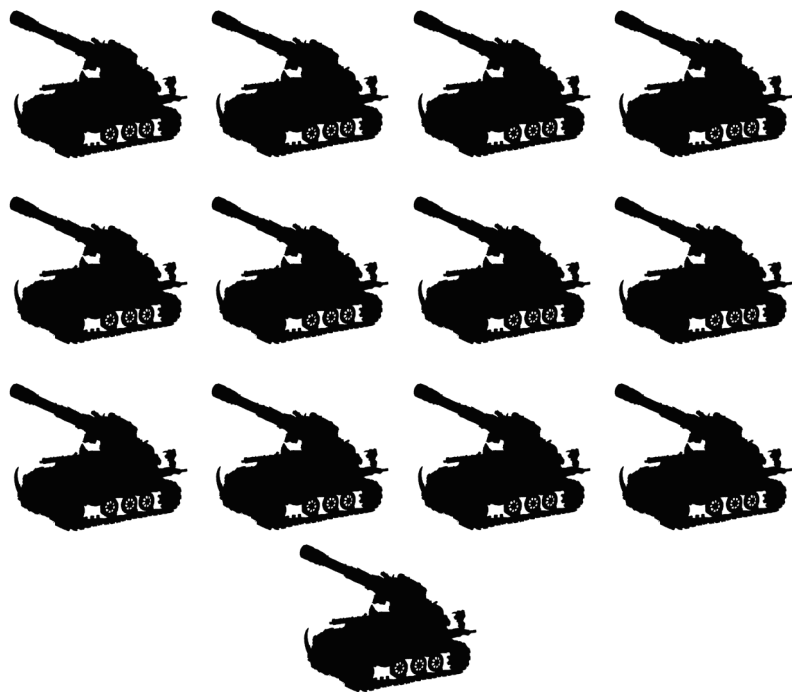
Your opponent gains 4 VPs when this Mob is broken

TRANSPORT POOL

BIG GUN TRACK A TRANSPORT
MOB

ONE FREEBOOTERZ MOB

Thirteen Big Gun Tracks A.



700 Point Value



BIG GUN TRACK A TRANSPORT
MOB

Break Point +5: The adds +5 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track A	25	4+	2/-1	Killkannon [B2]	20/35	1	-2	[TR1], [OT], [AG], Special
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	



+7 Victory Points

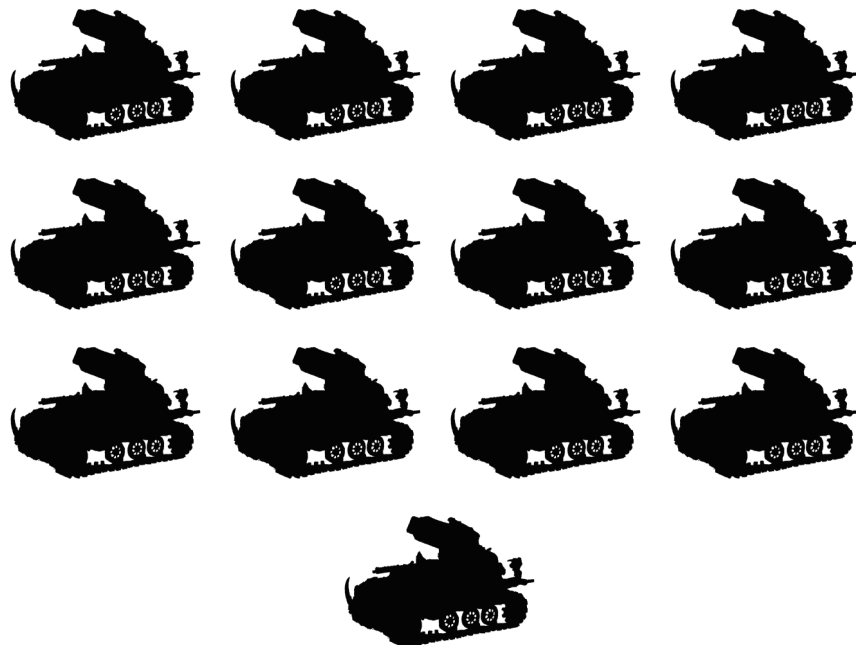
Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK B TRANSPORT MOB

ONE FREEBOOTERZ MOB

Thirteen Big Gun Tracks B.



700 Point Value



BIG GUN TRACK B TRANSPORT MOB

Break Point +5: The adds +5 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track B	25	4+	2/-1	Lobba [B,AY]	25/50	2	-1	[TR1], [OT], [AG]
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	



+7 Victory Points

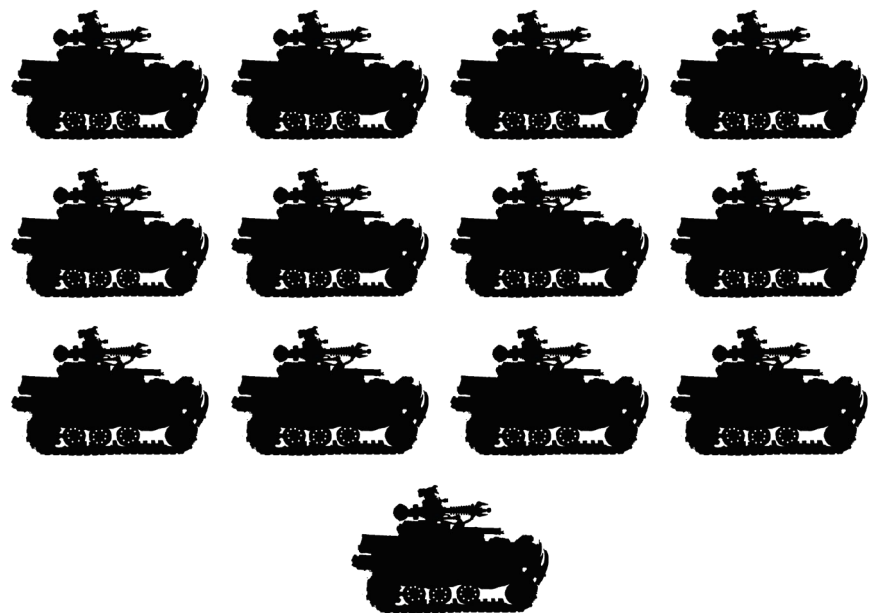
Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK C TRANSPORT MOB

ONE FREEBOOTERZ MOB

Thirteen Big Gun Tracks C.



650 Point Value



BIG GUN TRACK C TRANSPORT MOB

Break Point +5: The adds +5 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track C	25	4+	2/-1	Big Zzappa	25/50	1	-2	[TR1], [OT], [AG], Special
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	



+7 Victory Points

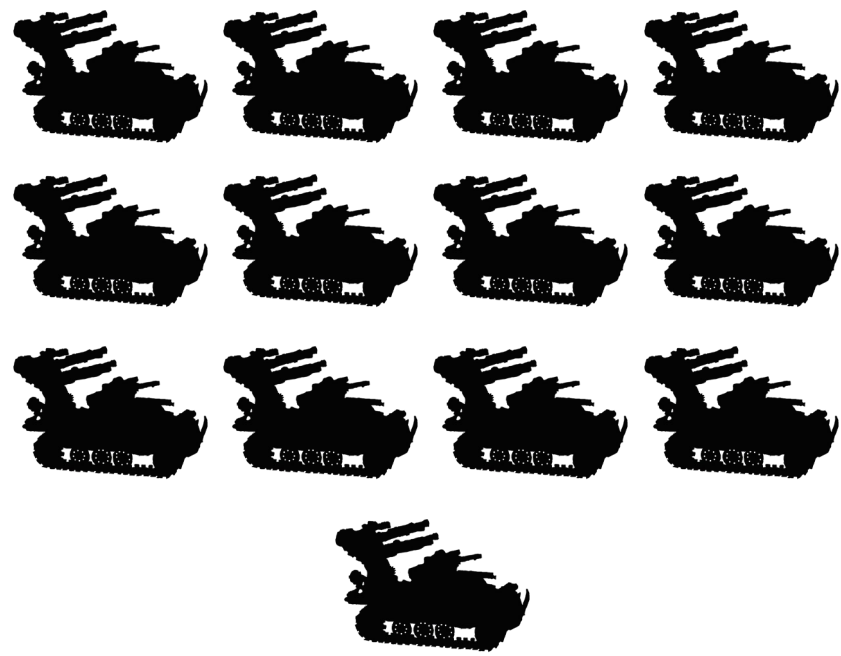
Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK D TRANSPORT
MOB

ONE FREEBOOTERZ MOB

Thirteen Big Gun Tracks D.



750 Point Value



BIG GUN TRACK D TRANSPORT
MOB

Break Point +5: The adds +5 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track D	25	4+	2/-1	Flakka Gunz	25/50	1	-2	[TR1], [OT], [AG]
				[AA,TL2]	25	2	0	
				Shootas [AP,A]	10	2	0	
				Skorchas [FW,A]				



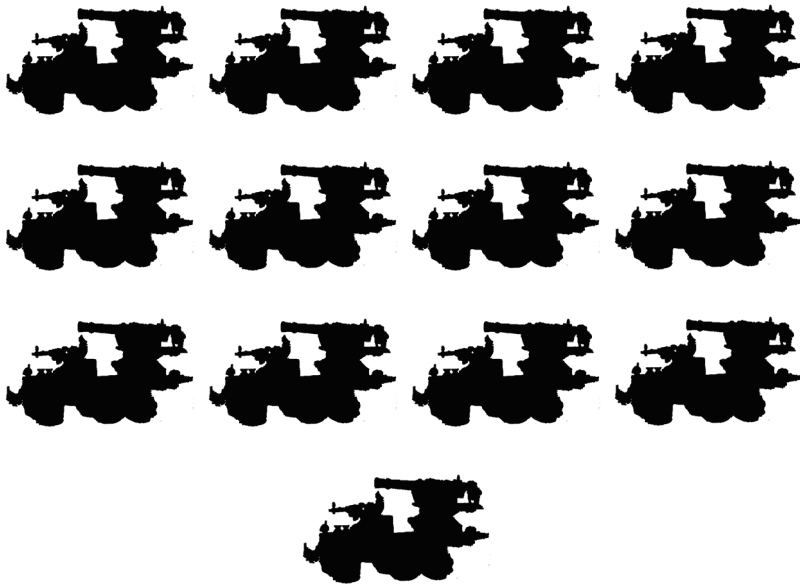
+8 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK A TRANSPORT MOB

ONE FREEBOOTERZ MOB
Thirteen Gun Trukk A.



450 Point Value



GUN TRUKK A TRANSPORT MOB

Break Point +5: The adds +5 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk A	25	6+	1/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 2	-2 0	[TR1], [OT]



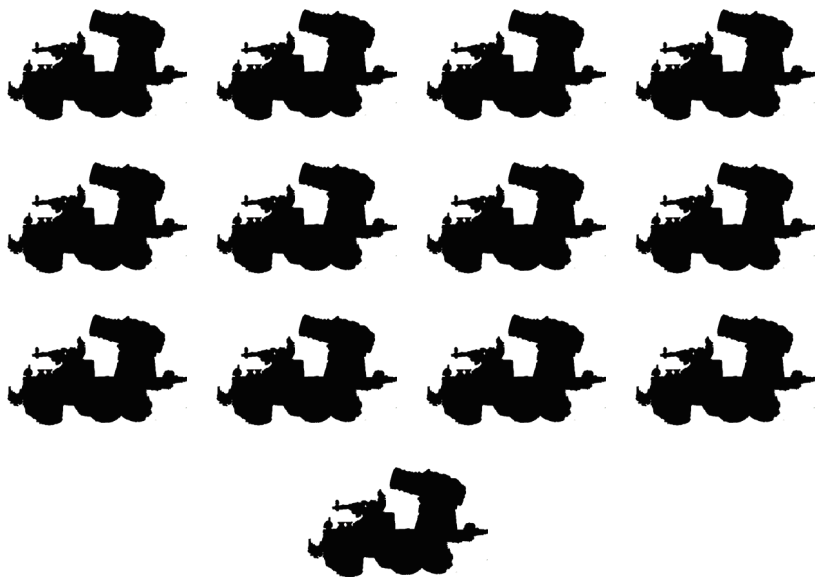
+5 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK B TRANSPORT MOB

ONE FREEBOOTEREZ MOB
Thirteen Gun Truk B.



550 Point Value



GUN TRUKK B TRANSPORT MOB

Break Point +5: The adds +5 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Truk B	25	6+	1/-1	Lobba [B,M,AY] Shootas [AP,A]	25/50 25	2 2	-1 0	[TR1], [OT]



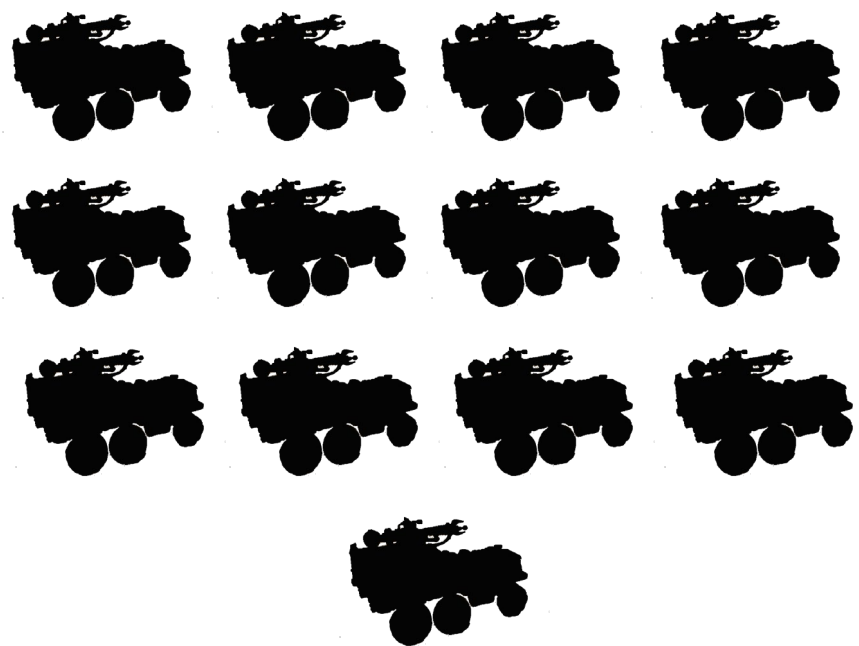
+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK C TRANSPORT MOB

ONE FREEBOOTERZ MOB
Thirteen Gun Trukk C.



450 Point Value



GUN TRUKK C TRANSPORT MOB

Break Point +5: The adds +5 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk C	25	6+	1/-1	Big Zzappa Shootas [AP,A]	25/50 25	1 2	-2 0	[TR1], [OT], Special



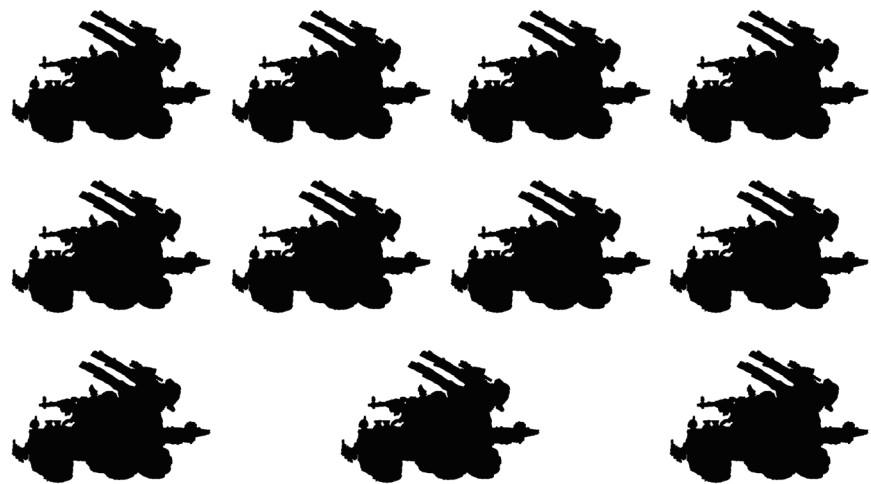
+5 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK D TRANSPORT MOB

ONE FREEBOOTERZ MOB
Thirteen Gun Trukk D.



600 Point Value

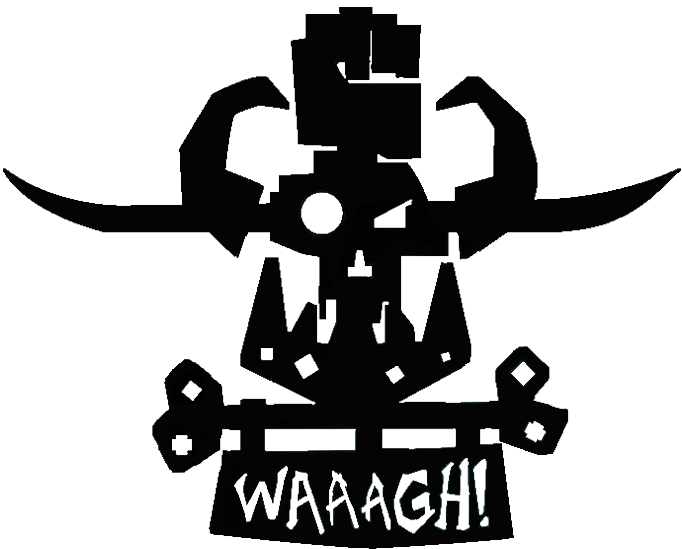


GUN TRUKK D TRANSPORT MOB

Break Point +5: The adds +5 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk D	25	6+	1/-1	Flakka Gunz [AA,TL2]	25/50	1	-2	[TR1], [OT]
				Shootas [AP,A]	25	2	0	



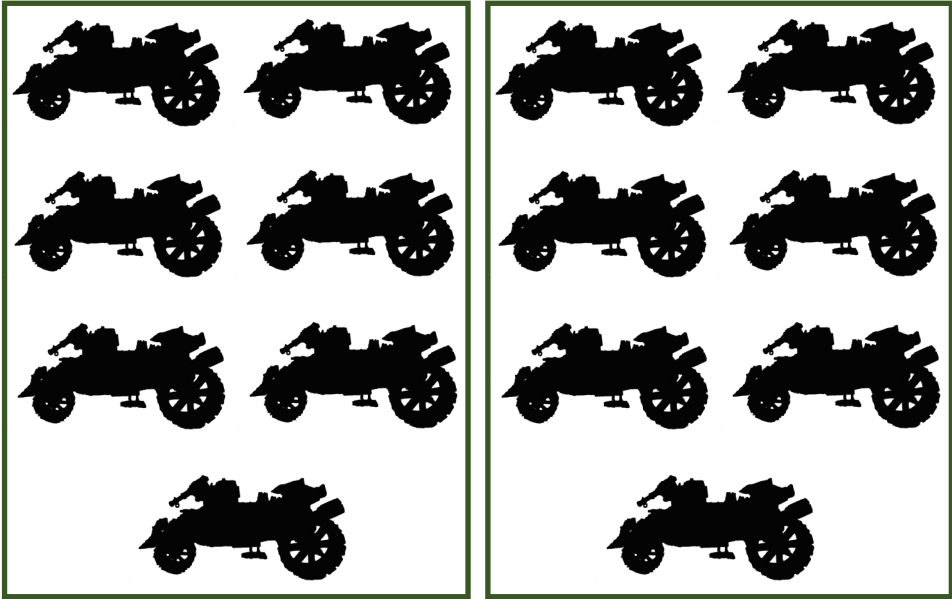
+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

LIGHT BATTLEWAGONS TRANSPORT
MOB

ONE FREEBOOTERZ PIRATE RAIDER WARBAND
Sixteen Light Battlewagons



550 Point Value

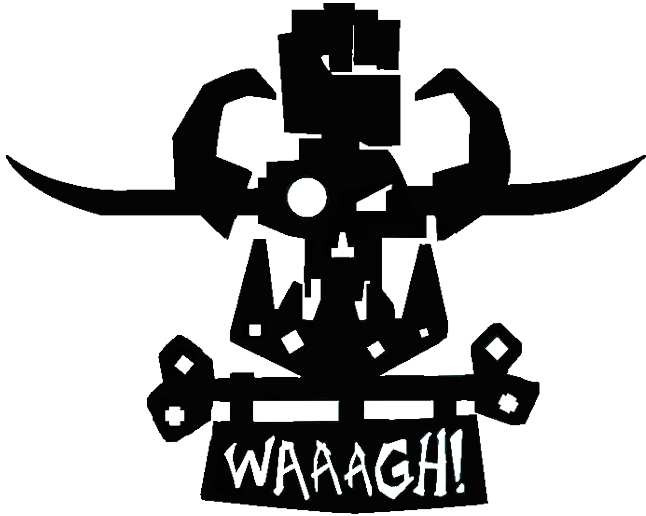


LIGHT BATTLEWAGONS TRANSPORT
MOB

Break Point +6: The adds +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon , Light	25	4+	2/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 1	-2 0	[TR2], Special



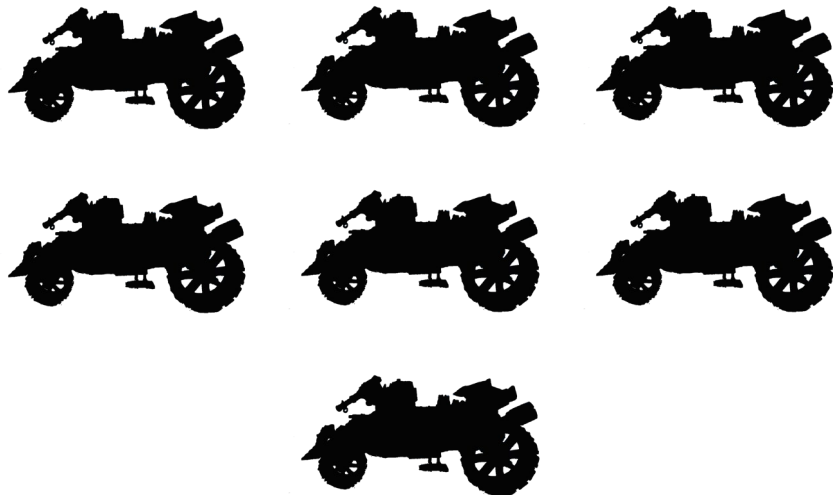
+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

LIGHT BATTLEWAGONS TRANSPORT
MOB

ONE FREEBOOTERZ MOB
Seven Light Battlewagons



250 Point Value

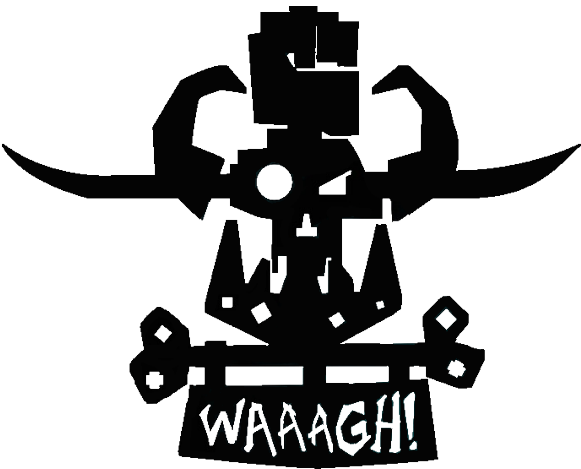


LIGHT BATTLEWAGONS TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon , Light	25	4+	2/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 1	-2 0	[TR2], Special



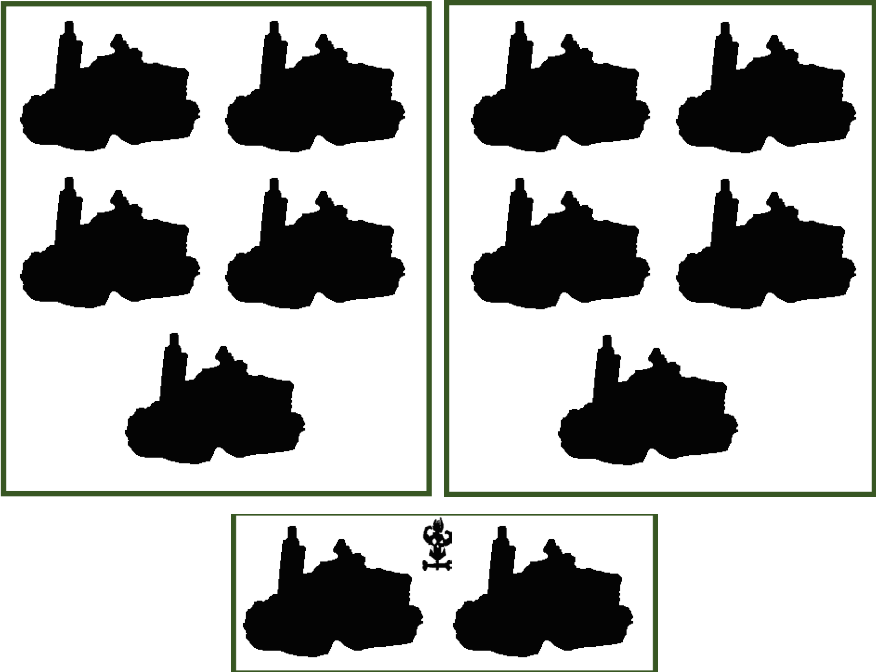
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

SCRAP TRUKK TRANSPORT MOB

ONE FREEBOOTERZ WARBAND
Twelve Scrap Trukks



350 Point Value

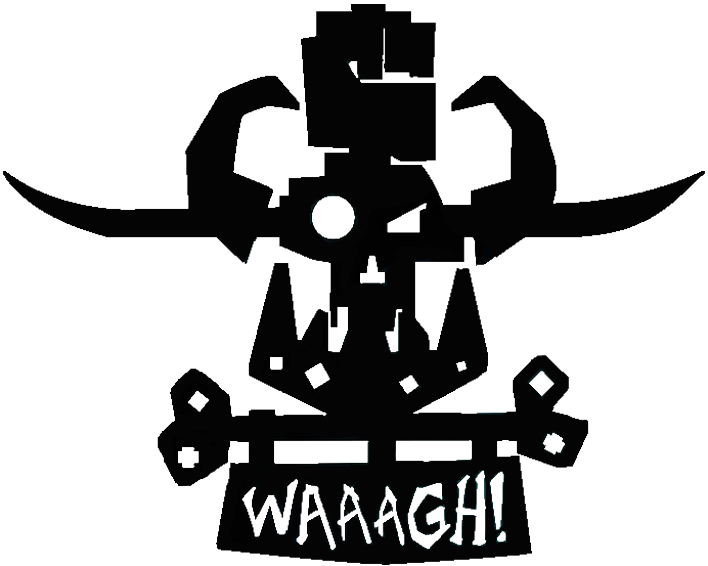


SCRAP TRUKK TRANSPORT MOB

Break Point +5: The adds +5 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Scrap Trukk	25	5+	2/-2	Rokkits [A] Wrecker Ball [B]	25 -	1 -	-2 -	[TR3], [OT], Special



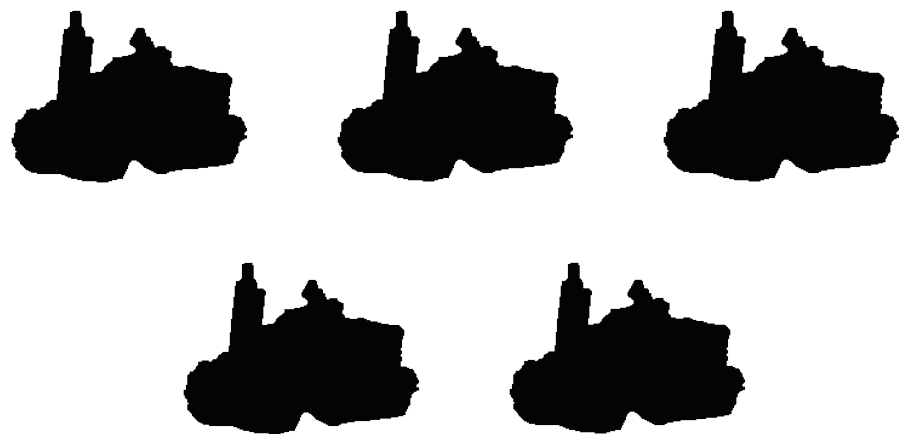
+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

SCRAP TRUKK TRANSPORT MOB

ONE FREEBOOTERZ MOB
Five Scrap Trukks



150 Point Value

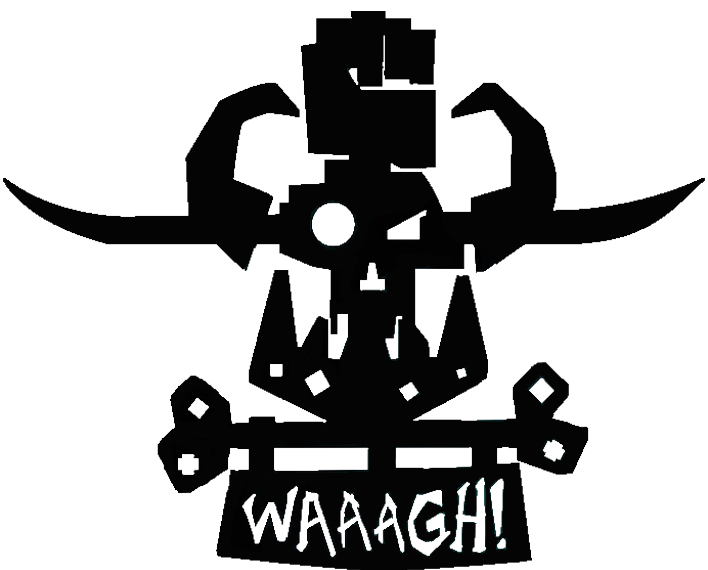


SCRAP TRUKK TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Scrap Trukk	25	5+	2/-2	Rokkits [A] Wrecker Ball [B]	25 -	1 -	-2 -	[TR3], [OT], Special



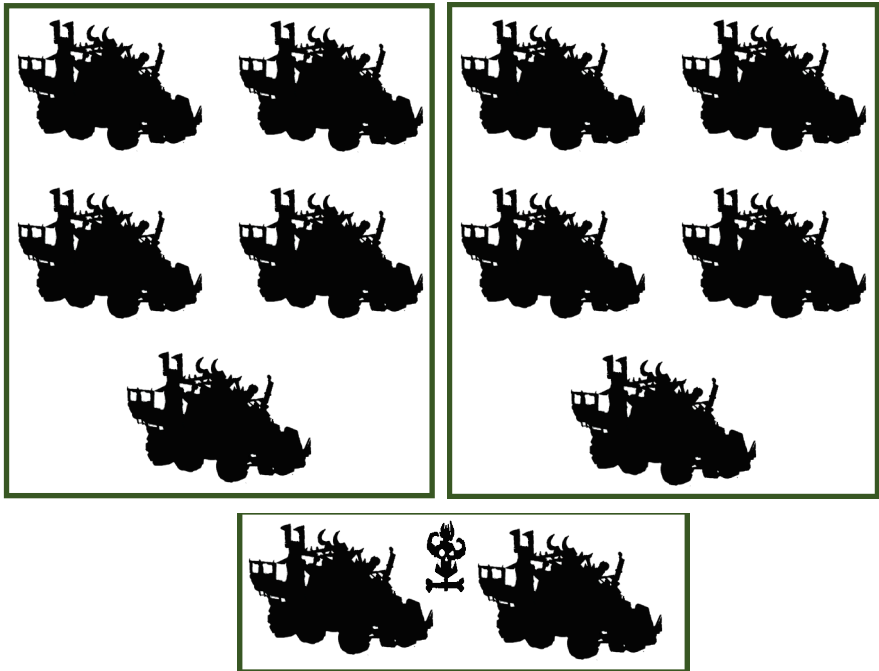
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

TRUKK TRANSPORT MOB

ONE FREEBOOTERZ WARBAND
Twelve Trukks



350 Point Value

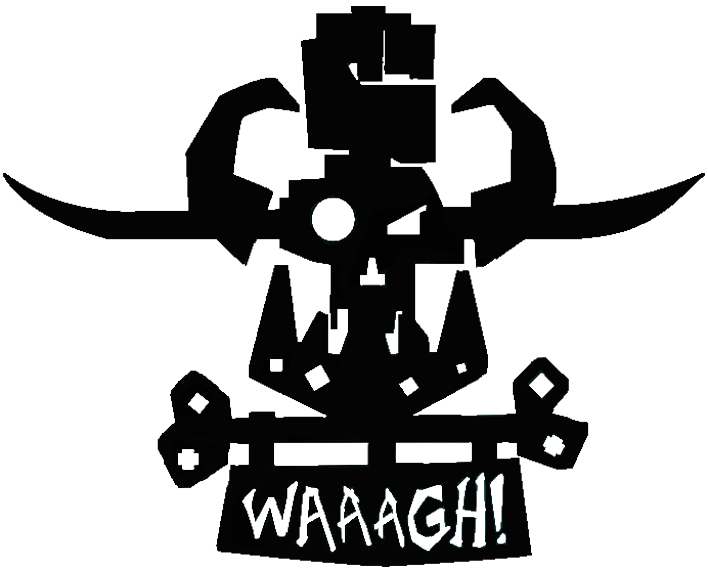


TRUKK TRANSPORT MOB

Break Point +5: The adds +5 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Trukk	25	6+	1/-1	Shootas [AP,A]	25	2	0	[TR3], [OT]



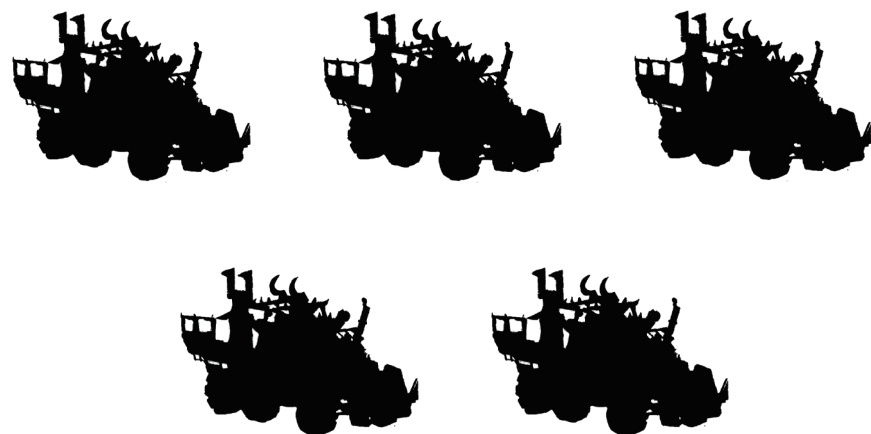
+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

TRUKK TRANSPORT MOB

ONE FREEBOOTERZ MOB
Five Trukks



150 Point Value

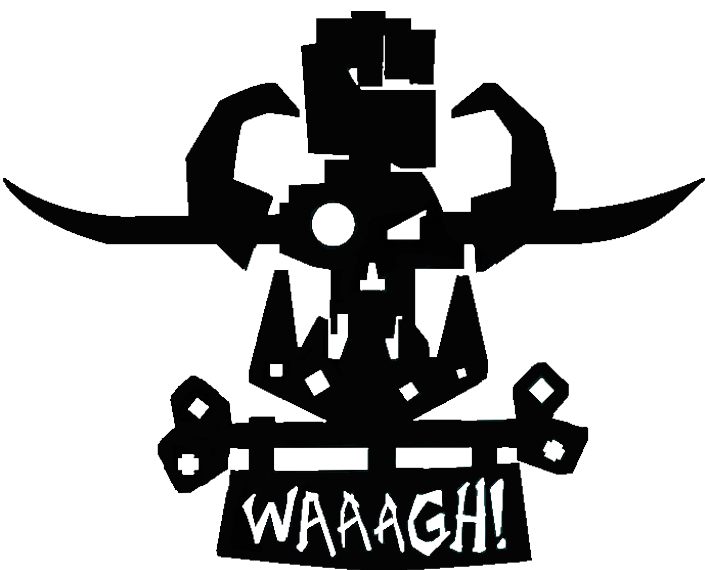


TRUKK TRANSPORT MOB

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

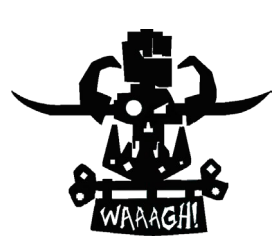
Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Trukk	25	6+	1/-1	Shootas [AP,A]	25	2	0	[TR3], [OT]



+2 Victory Points

Your opponent gains +1VP when attached formation is broken



GOFFS



The Goffs have the following Instinctual Behaviors:

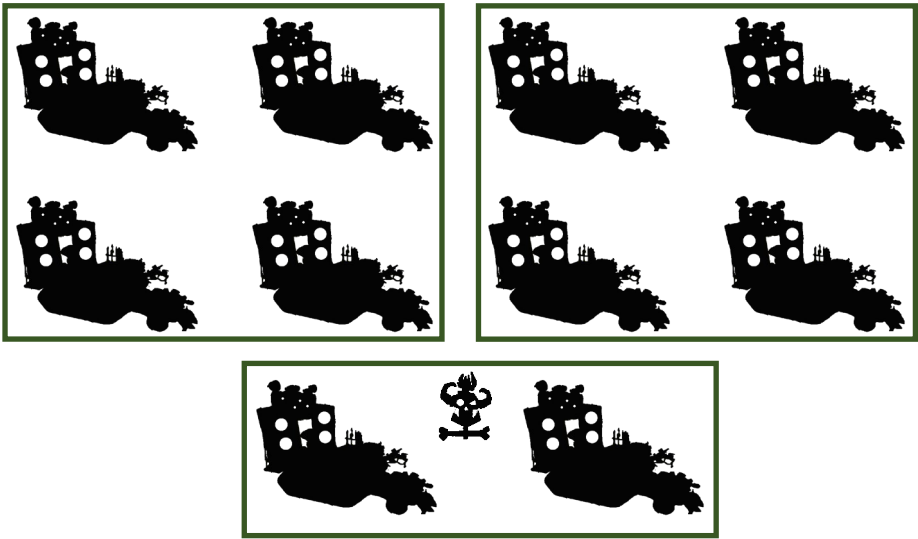
1. Goff formations will be treated as having CHARGE orders.
2. Goff formations **MUST** charge and engage in close combat any opposing formations within their charge movement range.
3. The Ork player may purchase Bonecruncher and Gutrippa formations at a 50-point discount on its base cost.
4. Waargh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



TRANSPORT POOL

GOFF ROCKER BOYZ
BATTLEFORTRESS TRANSPORT MOB

ONE GOFF INFANTRY WARBAND
Ten Goff Rocker Boyz Battlefortresses



1600 Point Value



GOFF ROCKER BOYZ
BATTLEFORTRESS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Goff Rokker Battle Fortress	15	2+	5/-3	Kannon [B] 'Uge Speaka [IC] Shootas [AP,A]	20/35 25 25	4 1-10 6	-2 -1 0	[DR4], [TR5], Special



+16 Victory Points

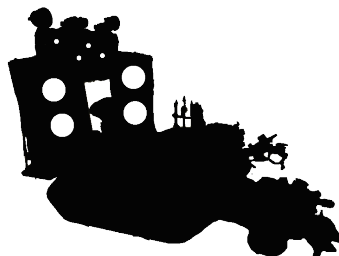
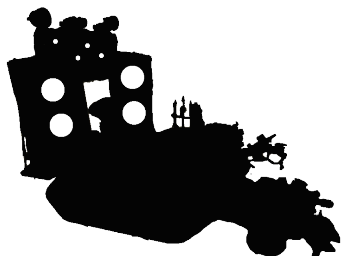
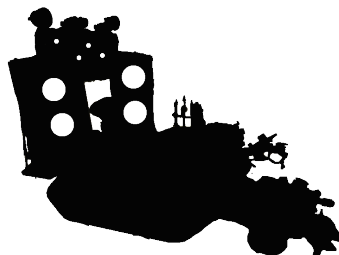
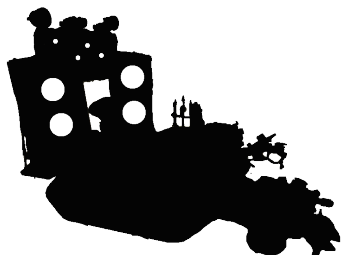
Your opponent gains +8VP when attached formation is broken

TRANSPORT POOL

GOFF ROCKER BOYZ
BATTLEFORTRESS TRANSPORT MOB

ONE BOYZ MOB

Four Goff Rocker Boyz Battlefortresses



650 Point Value



GOFF ROCKER BOYZ
BATTLEFORTRESS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Goff Rokker Battle Fortress	15	2+	5/-3	Kannon [B] 'Uge Speaka [IC] Shootas [AP,A]	20/35 25 25	4 1-10 6	-2 -1 0	[DR4], [TR5], Special



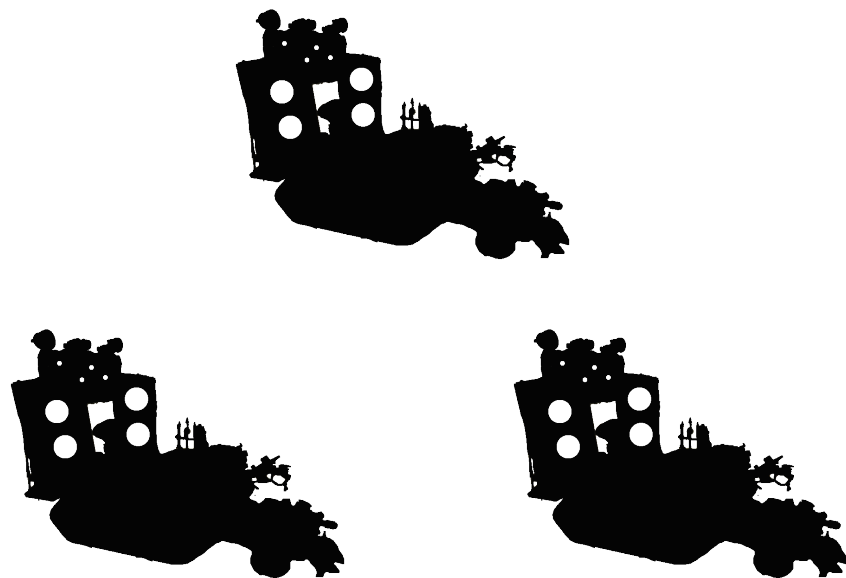
+7 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

GOFF ROCKER BOYZ
BATTLEFORTRESS TRANSPORT MOB

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



500 Point Value



GOFF ROCKER BOYZ
BATTLEFORTRESS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Goff Rokker Battle Fortress	15	2+	5/-3	Kannon [B] 'Uge Speaka [IC] Shootas [AP,A]	20/35 25 25	4 1-10 6	-2 -1 0	[DR4], [TR5], Special



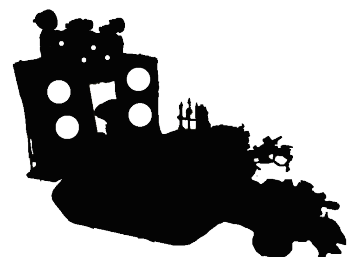
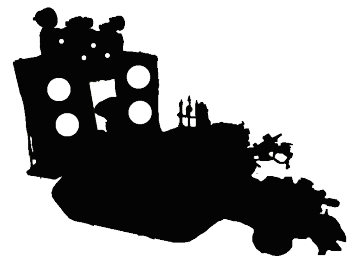
+5 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

GOFF ROCKER BOYZ
BATTLEFORTRESS TRANSPORT MOB

ONE GOFF INFANTRY COMMAND MOB
Two Goff Rocker Boyz Battlefortresses



300 Point Value



GOFF ROCKER BOYZ
BATTLEFORTRESS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Goff Rokker Battle Fortress	15	2+	5/-3	Kannon [B] 'Uge Speaka [IC] Shootas [AP,A]	20/35 25 25	4 1-10 6	-2 -1 0	[DR4], [TR5], Special



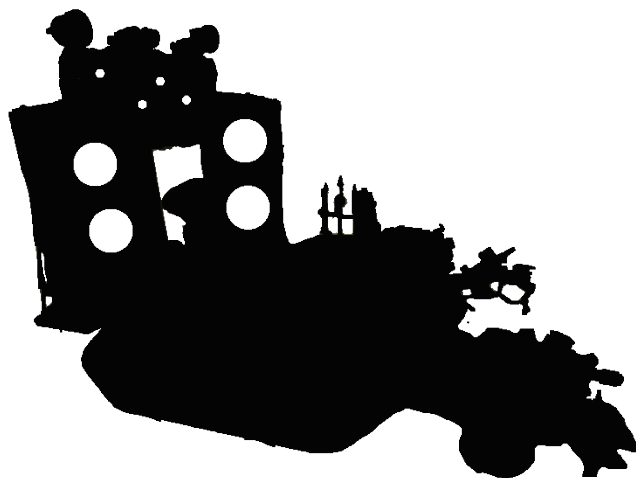
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

GOFF ROCKER BOYZ
BATTLEFORTRESS TRANSPORT MOB

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



150 Point Value



GOFF ROCKER BOYZ
BATTLEFORTRESS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Goff Rokker Battle Fortress	15	2+	5/-3	Kannon [B]	20/35	4	-2	[DR4], [TR5], Special
				'Uge Speaka [IC]	25	1-10	-1	
				Shootas [AP,A]	25	6	0	



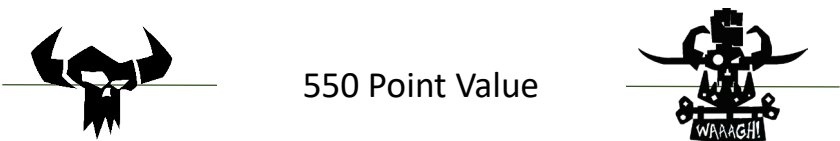
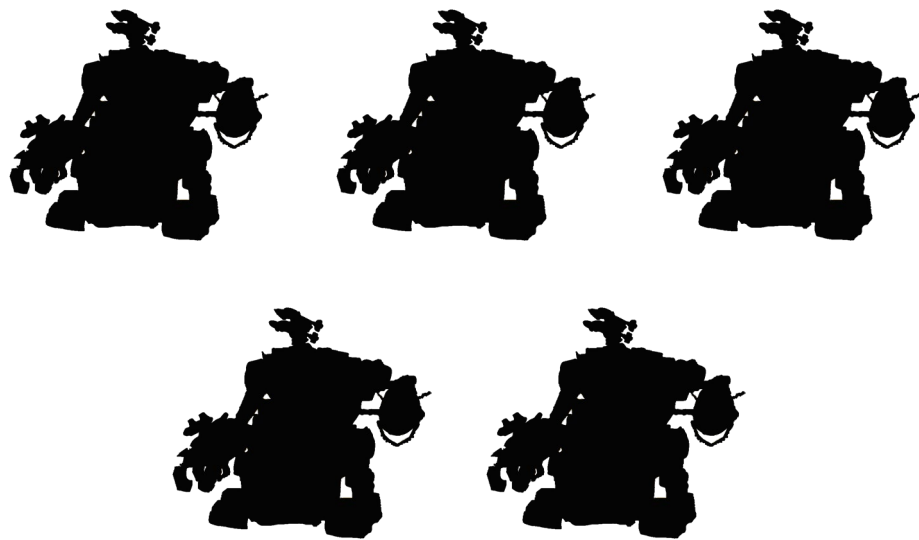
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GORKANAUT TRANSPORT MOB

ONE GOFF COMMAND MOB
Five Gorkanauts



550 Point Value

GORKANAUT TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gorkanaut	15	2+	4/-4	Rokkit Launcher [A]	25	2	-2	[DR2], [TR1], Special
				Deffstorm Mega				
				Shoota	20/35	5	-1	
				Skorcha [AP,A]	10	2	0	
				Shootas [AP,A]	25	2	0	
				Power Claw [B]	-	-	-	



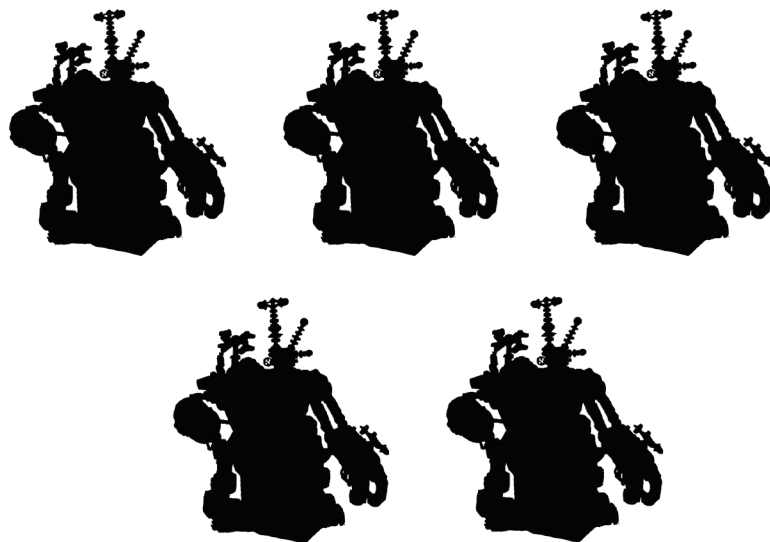
+6 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

MORKANAUT TRANSPORT MOB

ONE GOFF COMMAND MOB
Five Morkanauts



500 Point Value



MORKANAUT TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Morkanaut	15	2+	4/-4	Rokkit Launcher [A]	25	2	-2	[DR2], [TR1], Special
				Kustom Mega Kannon [B]	20/35	1	-2	
				Mega Blaster [A]	25	2	-2	
				Shootas [AP,A]	25	3	0	
				Power Claw [B]	-	-	-	



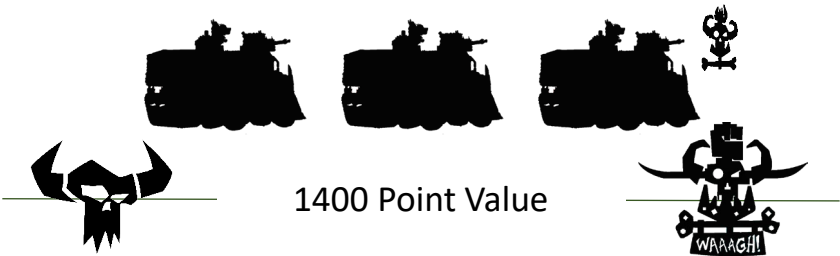
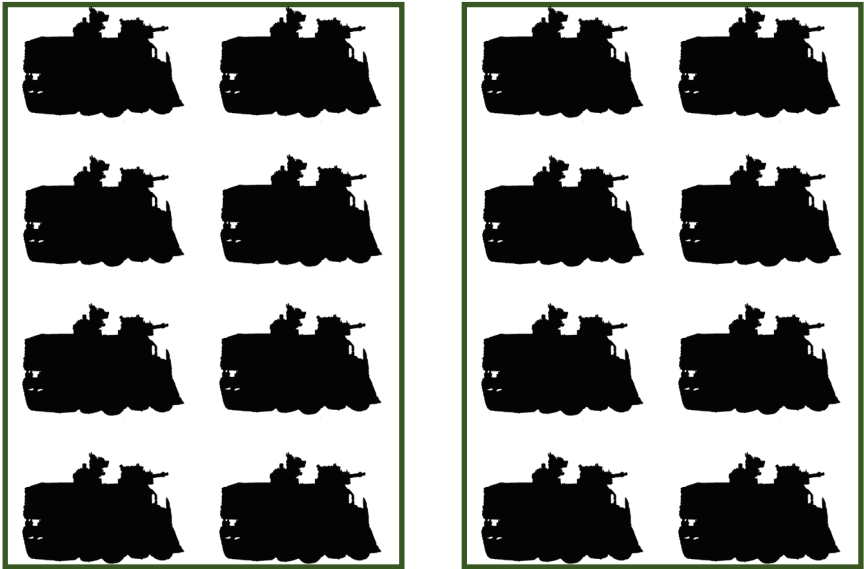
+5 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

'ARDCASE BATTLEWAGONS
TRANSPORT MOB

ONE GOFF INFANTRY WARBAND
Nineteen 'Ardcase Battlewagons



1400 Point Value

'ARDCASE BATTLEWAGONS
TRANSPORT MOB

Break Point +8: The adds +8 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon	20	2+	3/-2	Killkannon [B2]	20/35	1	-2	[DR2], [TR2]
with				Big Zzappa	25/50	1	-2	
'Ardcase				Shootas [AP,A]	25	4	0	



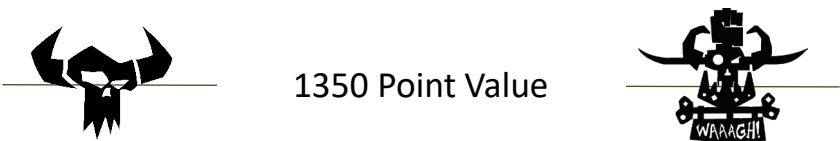
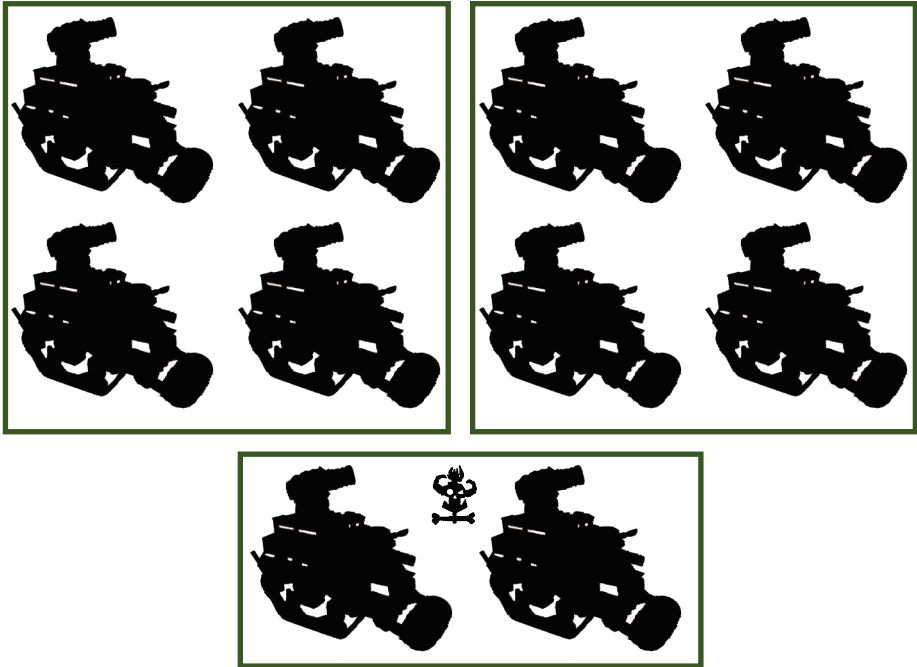
+14 Victory Points

Your opponent gains +7VP when attached formation is broken

TRANSPORT POOL

BOOMBUSTA BATTLEFORTRESS
TRANSPORT MOB

ONE GOFF INFANTRY WARBAND
Ten Boombusta Battlefortresses



1350 Point Value

BOOMBUSTA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Boombusta Battle Fortress	15	2+	4/-3	Supa Lobba [B3,AY] Shootas [AP,A]	25/50 4	6 4	-2 0	[DR3], [TR4]



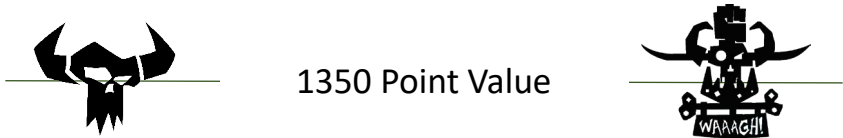
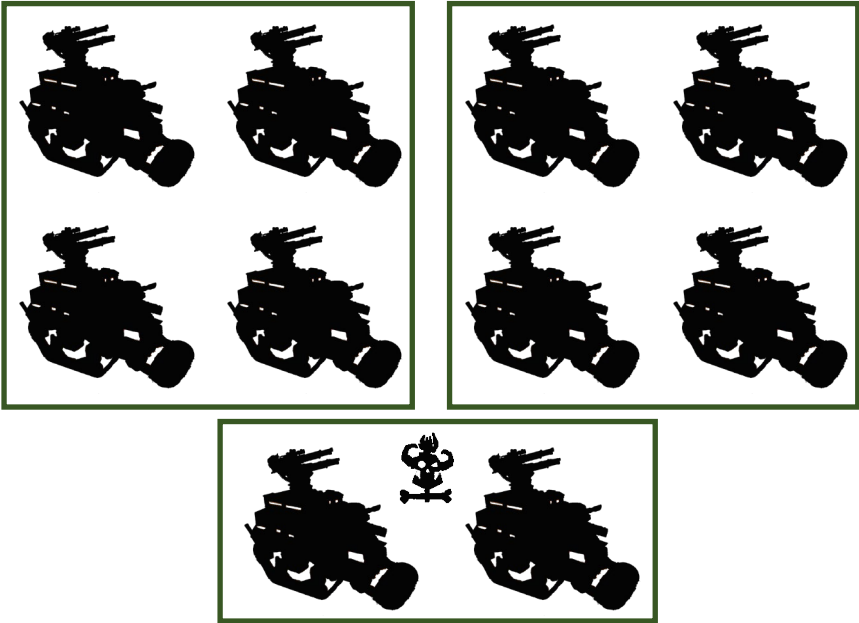
+14 Victory Points

Your opponent gains +7VP when attached formation is broken

TRANSPORT POOL

FLAKKA DAKKA BATTLEFORTRESS
TRANSPORT MOB

ONE GOFF INFANTRY WARBAND
Ten Flakka Dakka Battlefortresses

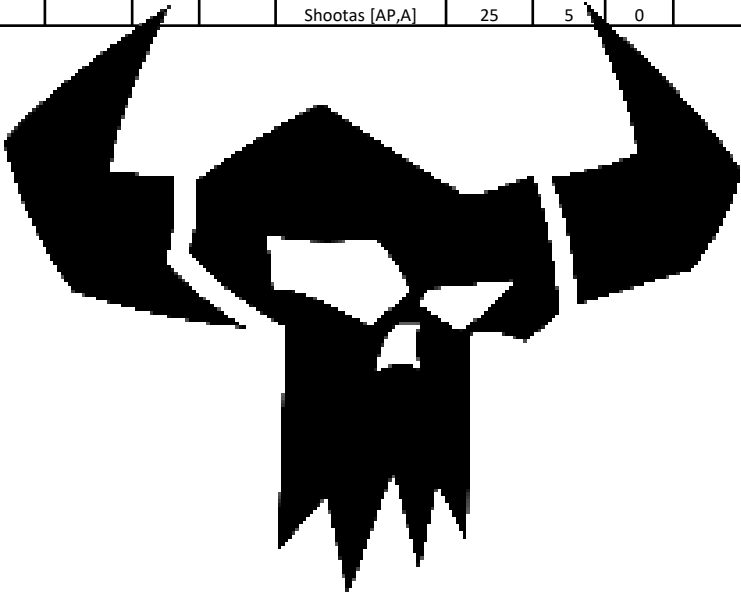


FLAKKA DAKKA BATTLEFORTRESS
TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Flakka-Dakka Battle Fortress	15	2+	4/-3	Flakka Gun [AA,TL2]	25/50	2	-2	[DR3], [TR4]
				Supa Kannon [B]	30/60	1	-3	
				Big Zzappa	25/50	1	-2	
				Scorcha [FW]	10	4	0	
				Shootas [AP,A]	25	5	0	



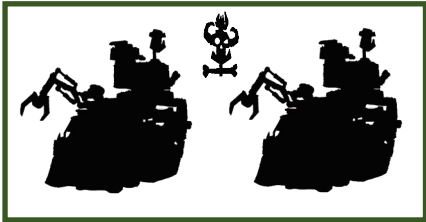
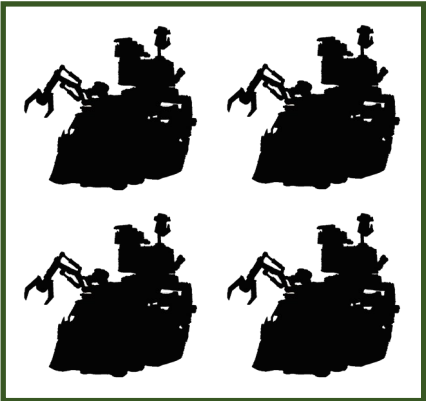
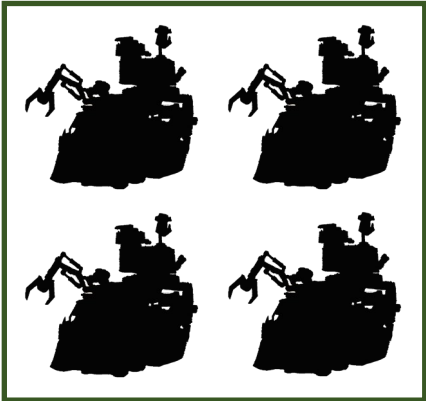
+14 Victory Points

Your opponent gains +7VP when attached formation is broken

TRANSPORT POOL

BATTLEWAGONS TRANSPORT MOB

ONE GOFF INFANTRY WARBAND
Ten Battlewagons



650 Point Value



BATTLEWAGONS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon	20	3+	3/-2	Kannon [B] Shootas [AP,A]	20/35 25	1 4	-2 0	[DR2], [TR4], [OT]



+7 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK A TRANSPORT
MOB

ONE GOFF INFANTRY COMMAND MOB
Five Big Gun Tracks A.



250 Point Value



BIG GUN TRACK A TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track A	25	4+	2/-1	Killkannon [B2]	20/35	1	-2	[TR1], [OT], [AG], Special
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	



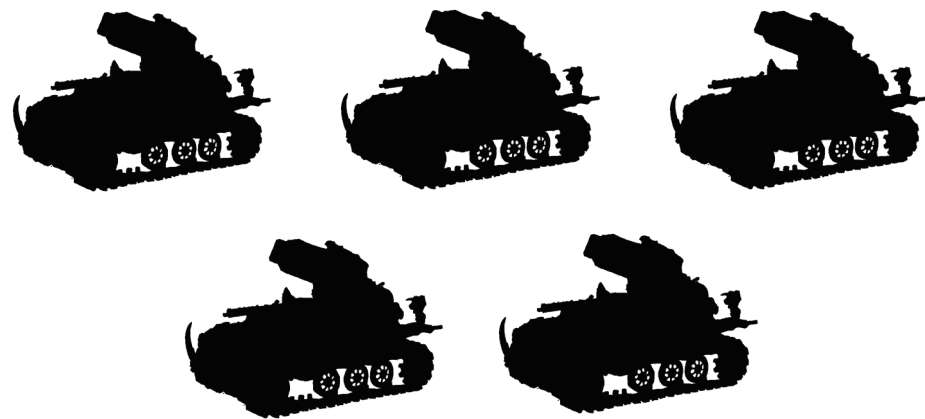
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK B TRANSPORT MOB

ONE GOFF INFANTRY COMMAND MOB
Five Big Gun Tracks B.



300 Point Value



BIG GUN TRACK B TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track B	25	4+	2/-1	Lobba [B,AY]	25/50	2	-1	[TR1], [OT], [AG]
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	



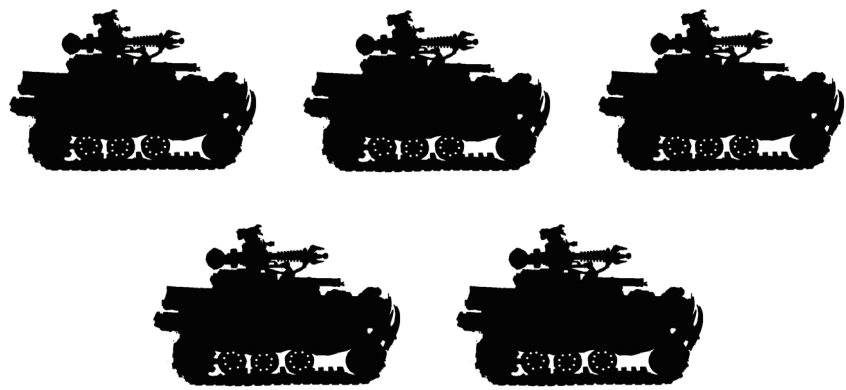
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

BIG GUN TRACK C TRANSPORT MOB

ONE GOFF INFANTRY COMMAND MOB
Five Big Gun Tracks C.





250 Point Value



BIG GUN TRACK C TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track C	25	4+	2/-1	Big Zzappa	25/50	1	-2	[TR1], [OT], [AG], Special
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	



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

TRANSPORT POOL

BIG GUN TRACK D TRANSPORT
MOB

ONE GOFF INFANTRY COMMAND MOB
Five Big Gun Tracks D.





300 Point Value



BIG GUN TRACK D TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track D	25	4+	2/-1	Flakka Gunz	25/50	1	-2	[TR1], [OT], [AG]
				[AA,TL2]	25	2	0	
				Shootas [AP,A]	10	2	0	
				Skorchas [FW,A]				

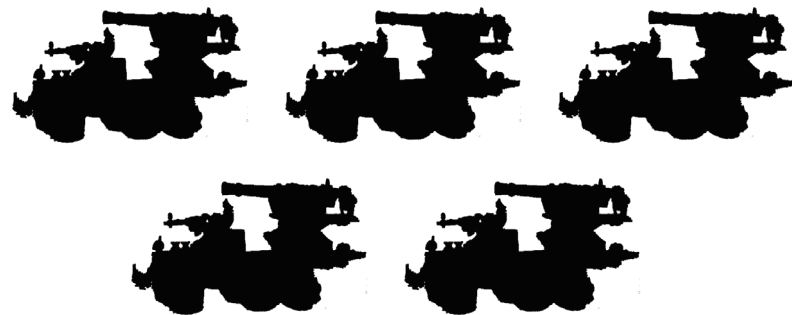


+3 Victory Points
Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK A TRANSPORT MOB

ONE GOFF INFANTRY COMMAND MOB
Five Gun Trukk A.



150 Point Value



GUN TRUKK A TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk A	25	6+	1/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 2	-2 0	[TR1], [OT]



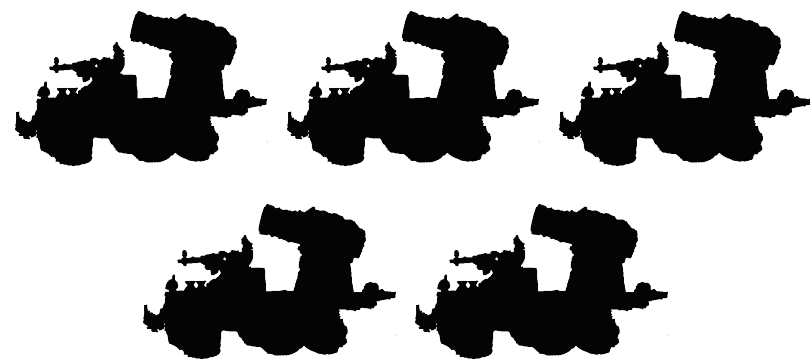
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK B TRANSPORT MOB

ONE GOFF INFANTRY COMMAND MOB
Five Gun Trukk B.



200 Point Value



GUN TRUKK B TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk B	25	6+	1/-1	Lobba [B,M,AY] Shootas [AP,A]	25/50 25	2 2	-1 0	[TR1], [OT]



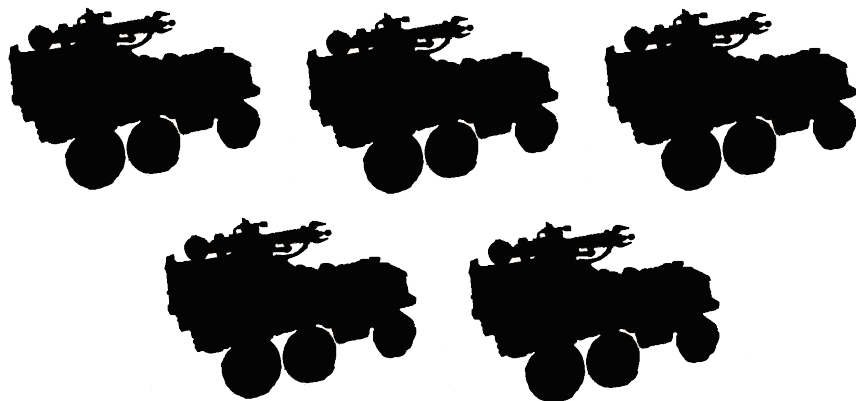
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK C TRANSPORT MOB

ONE GOFF INFANTRY COMMAND MOB
Five Gun Trukk C.



150 Point Value



GUN TRUKK C TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk C	25	6+	1/-1	Big Zzappa Shootas [AP,A]	25/50 25	1 2	-2 0	[TR1], [OT], Special



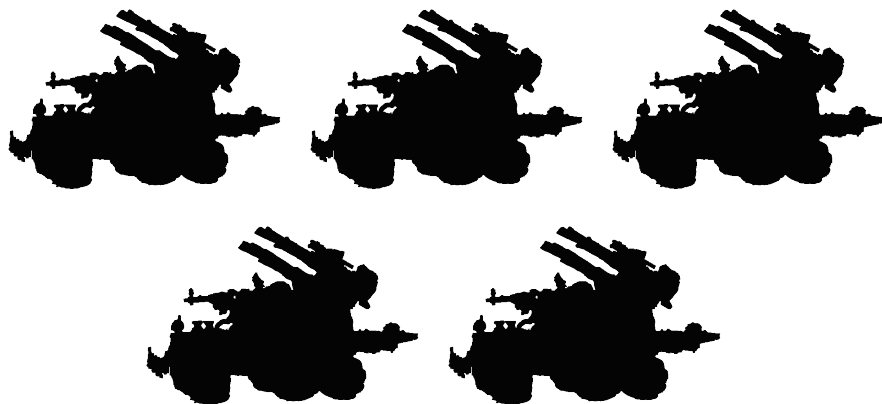
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

GUN TRUKK D TRANSPORT MOB

ONE GOFF INFANTRY COMMAND MOB
Five Gun Trukk D.



200 Point Value



GUN TRUKK D TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk D	25	6+	1/-1	Flakka Gunz [AA,TL2]	25/50	1	-2	[TR1], [OT]
				Shootas [AP,A]	25	2	0	



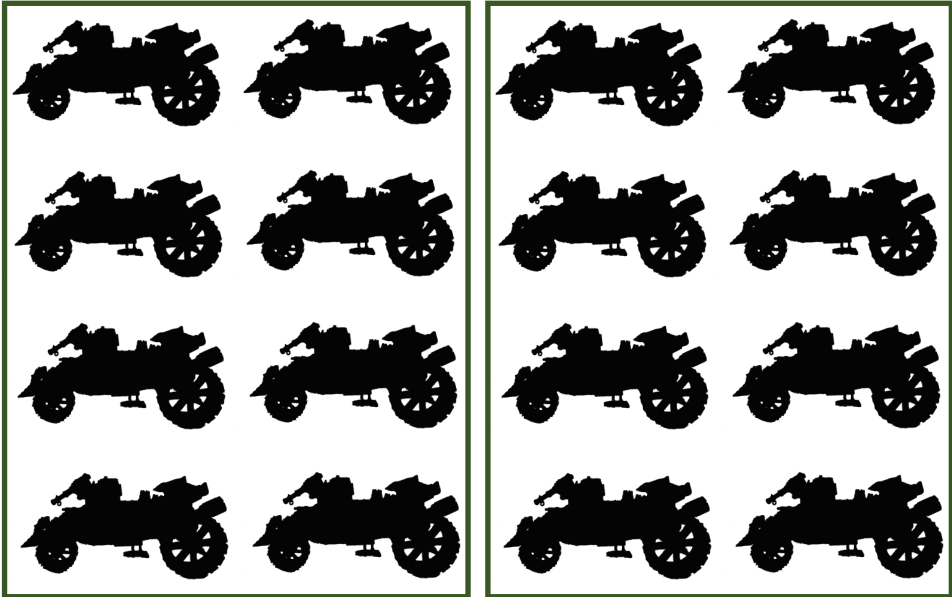
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

LIGHT BATTLEWAGONS TRANSPORT
MOB

ONE GOFF INFANTRY WARBAND
Nineteen Light Battlewagons



650 Point Value



LIGHT BATTLEWAGONS TRANSPORT
MOB

Break Point +8: The adds +8 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon , Light	25	4+	2/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 1	-2 0	[TR2], Special



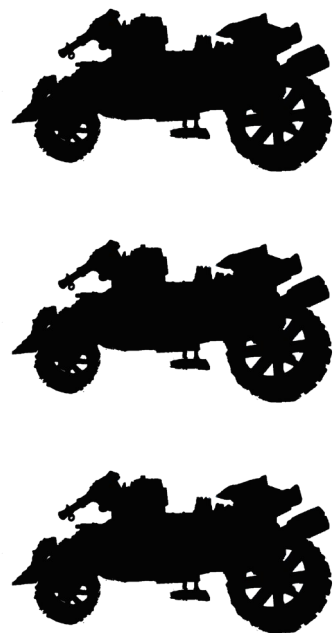
+7 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

LIGHT BATTLEWAGONS TRANSPORT
MOB

ONE GOFF INFANTRY COMMAND MOB
Three Light Battlewagon



100 Point Value



LIGHT BATTLEWAGONS TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon , Light	25	4+	2/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 1	-2 0	[TR2], Special



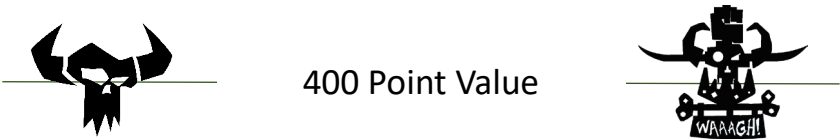
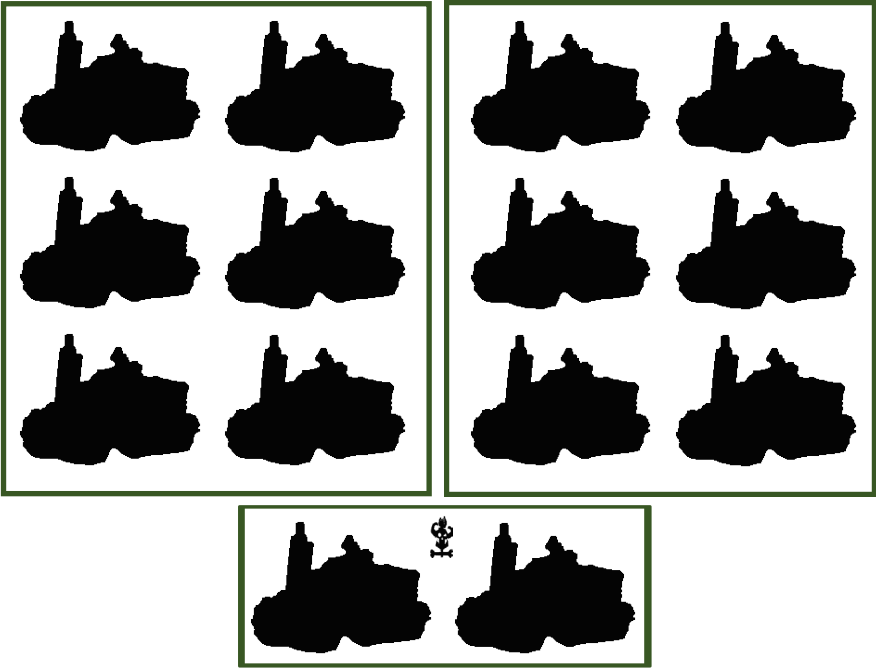
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SCRAP TRUKK TRANSPORT MOB

ONE GOFF INFANTRY WARBAND
Fourteen Scrap Trukks



400 Point Value

SCRAP TRUKK TRANSPORT MOB

Break Point +6: The adds +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Scrap Trukk	25	5+	2/-2	Rokkits [A] Wrecker Ball [B]	25 -	1 -	-2 -	[TR3], [OT], Special



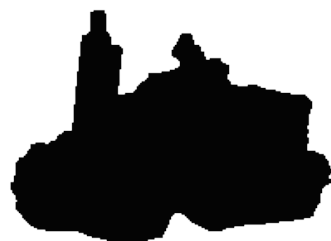
+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

SCRAP TRUKK TRANSPORT MOB

ONE GOFF INFANTRY COMMAND MOB
Two Scrap Trukk



50 Point Value



SCRAP TRUKK TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Scrap Trukk	25	5+	2/-2	Rokkits [A] Wrecker Ball [B]	25 -	1 -	-2 -	[TR3], [OT], Special



+1 Victory Points

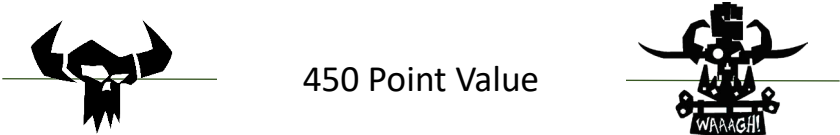
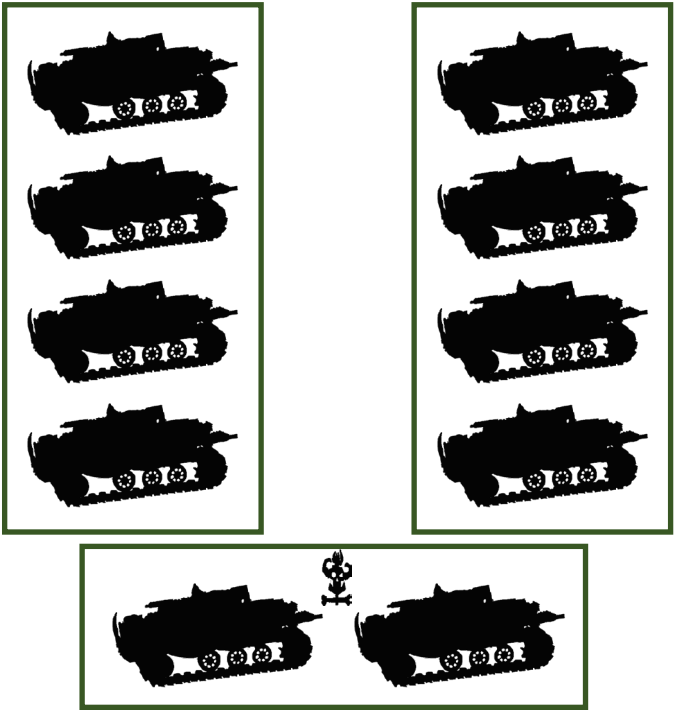
Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

BIG TRACK TRANSPORT MOB

ONE GOFF INFANTRY WARBAND

Ten Big Tracks



450 Point Value

BIG TRACK TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Track	25	4+	2/-1	Shootas [AP,A] Skorchas [FW,A]	25 10	2 2	0 0	[TR4], [OT], [AG]



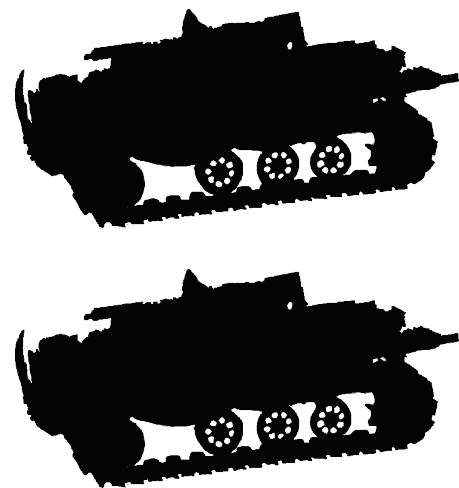
+5 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

BIG TRACK TRANSPORT MOB

ONE GOFF INFANTRY COMMAND MOB
Two Big Track



100 Point Value



BIG TRACK TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Track	25	4+	2/-1	Shootas [AP,A] Skorchas [FW,A]	25 10	2 2	0 0	[TR4], [OT], [AG]



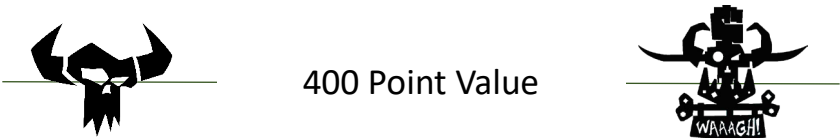
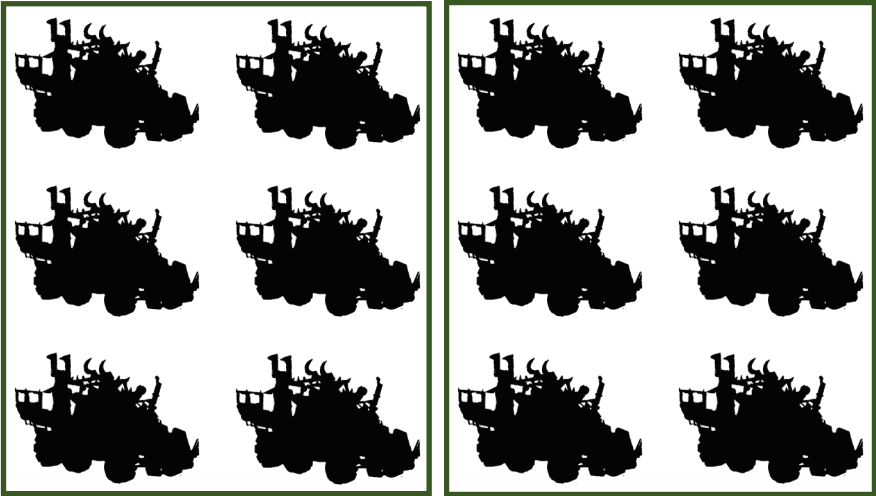
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

TRUKK TRANSPORT MOB

ONE GOFF INFANTRY WARBAND
Fourteen Trukks



400 Point Value

TRUKK TRANSPORT MOB

Break Point +6: The adds +6 to the break point of the formation it is added to.

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Trukk	25	6+	1/-1	Shootas [AP,A]	25	2	0	[TR3], [OT]



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

TRUKK TRANSPORT MOB

ONE GOFF INFRANTRY COMMAND MOB

Two Trukk



50 Point Value



TRUKK TRANSPORT MOB

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

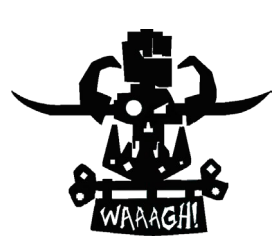
Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Trukk	25	6+	1/-1	Shootas [AP,A]	25	2	0	[TR3], [OT]



+1 Victory Points

Your opponent gains +1VP when attached formation is broken



SNAKEBITES



The Snakebites have the following Instinctual Behaviors:

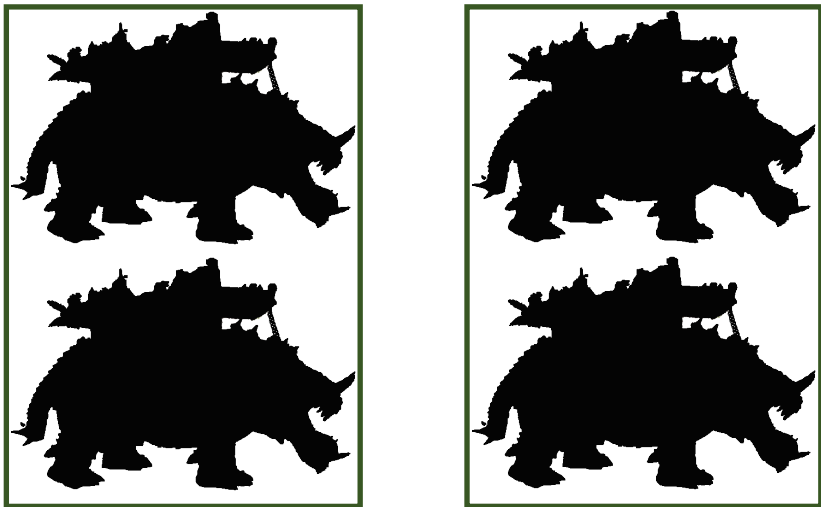
1. The Snakebites formations will be treated as having CHARGE orders.
2. The Snakebites formations will move towards the closest opposing INFANTRY formation OR if no opposing infantry formation is closest, select the opposing formation according to pinning class from lowest to highest (i.e. pinning class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



TRANSPORT POOL

MEGA SQUIGGOTH TRANSPORT
MOB

ONE SNAKEBITE INFANTRY WARBAND
Five Mega Squiggoths



750 Point Value



MEGA SQUIGGOTH TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Squiggoth	15	2+	6/-4	Supa Lobba [B3,AY] Shootas [AP,A]	25/50 25	4 6	-2 0	[DR4], [TR8], Special



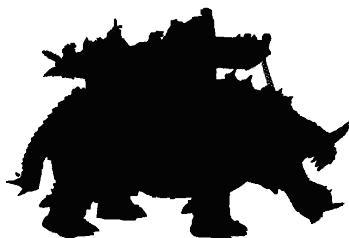
+8 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

MEGA SQUIGGOTH TRANSPORT
MOB

ONE SNAKEBITE BOYZ MOB
Two Mega Squiggoths



300 Point Value



MEGA SQUIGGOTH TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Squiggoth	15	2+	6/-4	Supa Lobba [B3,AY] Shootas [AP,A]	25/50 25	4 6	-2 0	[DR4], [TR8], Special



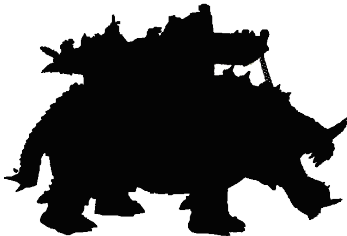
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

MEGA SQUIGGOTH TRANSPORT
MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Two Mega Squiggoths



300 Point Value



MEGA SQUIGGOTH TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Squiggoth	15	2+	6/-4	Supa Lobba [B3,AY] Shootas [AP,A]	25/50 25	4 6	-2 0	[DR4], [TR8], Special



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

MEGA SQUIGGOTH TRANSPORT
MOB

ONE INFANTRY COMMAND MOB
One Mega Squiggoths



150 Point Value



MEGA SQUIGGOTH TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Squiggoth	15	2+	6/-4	Supa Lobba [B3,AY] Shootas [AP,A]	25/50 25	4 6	-2 0	[DR4], [TR8], Special



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

MEGA SQUIGGOTH TRANSPORT
MOB

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



150 Point Value



MEGA SQUIGGOTH TRANSPORT
MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Squiggoth	15	2+	6/-4	Supa Lobba [B3,AY] Shootas [AP,A]	25/50 25	4 6	-2 0	[DR4], [TR8], Special



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

ORKEOSAURUS TRANSPORT MOB

ONE SNAKEBITE INFANTRY WARBAND
Five Orkeosaurus



950 Point Value



ORKEOSAURUS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Orkeosaurus	15	1+	6/-5	Supa Lobba [B3,AY]	25/50	6	-2	[DR6], [TR8], Special
				Big Zzappa	25/50	3	-2	
				Shootas [AP,A]	25	10	0	



+10 Victory Points

Your opponent gains +5VP when attached formation is broken

TRANSPORT POOL

ORKEOSAURUS TRANSPORT MOB

ONE SNAKEBITE BOYZ MOB
Two Orkeosaurus



400 Point Value



ORKEOSAURUS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Orkeosaurus	15	1+	6/-5	Supa Lobba [B3,AY] Big Zzappa Shootas [AP,A]	25/50 25/50 25	6 3 10	-2 -2 0	[DR6], [TR8], Special



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

ORKEOSAURUS TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Two Orkeosaurus



400 Point Value



ORKEOSAURUS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Orkeosaurus	15	1+	6/-5	Supa Lobba [B3,AY] Big Zzappa Shootas [AP,A]	25/50 25/50 25	6 3 10	-2 -2 0	[DR6], [TR8], Special



+4 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

ORKEOSAURUS TRANSPORT MOB

ONE SNAKEBITE INFANTRY COMMAND MOB
One Orkeosaurus



200 Point Value



ORKEOSAURUS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Orkeosaurus	15	1+	6/-5	Supa Lobba [B3,AY] Big Zzappa Shootas [AP,A]	25/50 25/50 25	6 3 10	-2 -2 0	[DR6], [TR8], Special



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

ORKEOSAURUS TRANSPORT MOB

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



200 Point Value



ORKEOSAURUS TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Orkeosaurus	15	1+	6/-5	Supa Lobba [B3,AY]	25/50	6	-2	[DR6], [TR8], Special
				Big Zzappa	25/50	3	-2	
				Shootas [AP,A]	25	10	0	



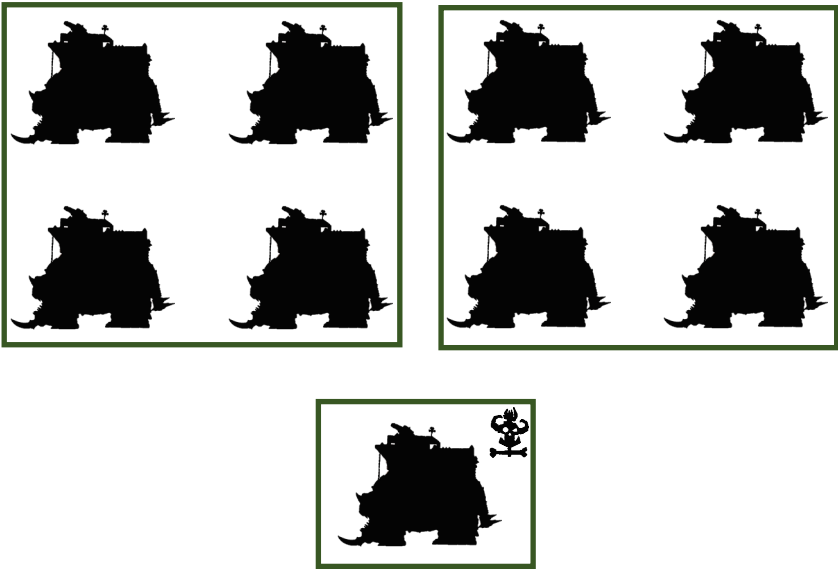
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH A TRANSPORT MOB

ONE SNAKEBITE INFANTRY WARBAND
Ten Squiggoths A



750 Point Value



SQUIGGOTH A TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squiggoth A	15	3+	3/-3	Kannon [B] Shootas [AP,A]	20/35 25	1 2	-2 0	[DR2], [TR4], Special



+8 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH A TRANSPORT MOB

ONE SNAKEBITE BOYZ MOB
Four Squiggoths A



300 Point Value



SQUIGGOTH A TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squiggoth A	15	3+	3/-3	Kannon [B] Shootas [AP,A]	20/35 25	1 2	-2 0	[DR2], [TR4], Special

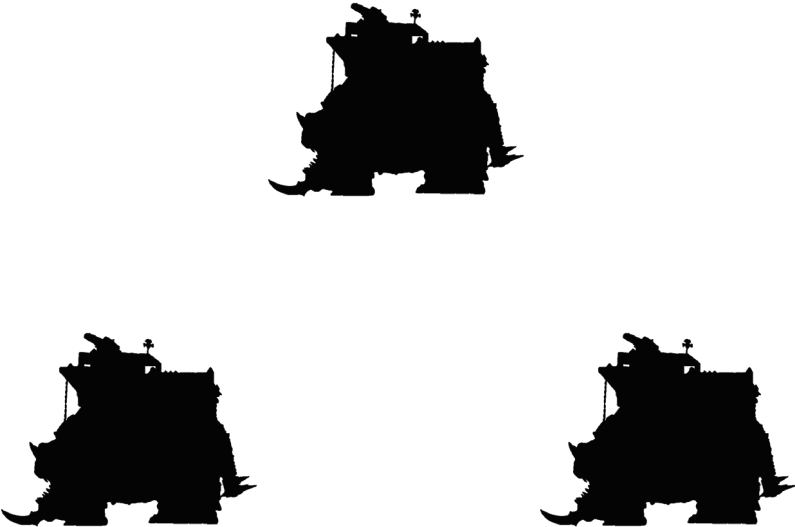
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH A TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Three Squiggoths A



200 Point Value



SQUIGGOTH A TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squiggoth A	15	3+	3/-3	Kannon [B] Shootas [AP,A]	20/35 25	1 2	-2 0	[DR2], [TR4], Special



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH A TRANSPORT MOB

ONE SNAKEBITE INFANTRY COMMAND MOB
One Squiggoths A



50 Point Value



SQUIGGOTH A TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squiggoth A	15	3+	3/-3	Kannon [B] Shootas [AP,A]	20/35 25	1 2	-2 0	[DR2], [TR4], Special



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH A TRANSPORT MOB

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



50 Point Value



SQUIGGOTH A TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squiggoth A	15	3+	3/-3	Kannon [B] Shootas [AP,A]	20/35 25	1 2	-2 0	[DR2], [TR4], Special



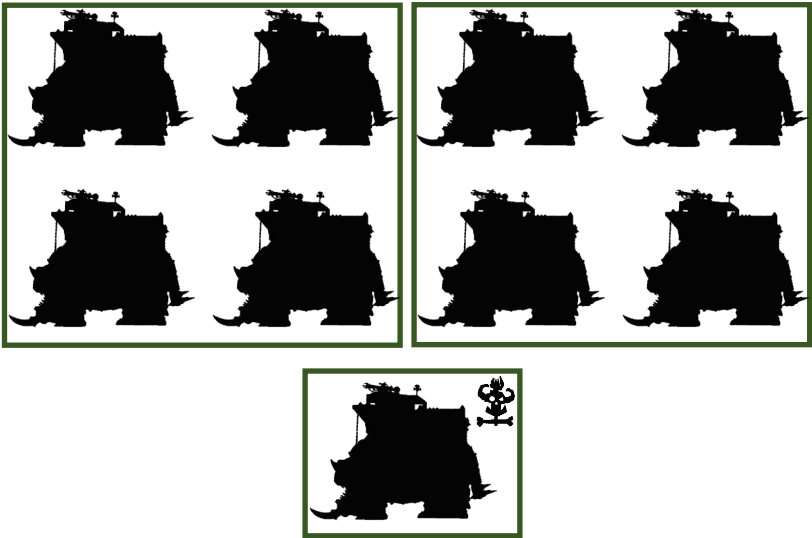
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH B TRANSPORT MOB

ONE SNAKEBITE INFANTRY WARBAND
Ten Squiggoths B



800 Point Value



SQUIGGOTH B TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squiggoth B	15	3+	3/-3	Lobba [B,AY] Shootas [AP,A]	25/50 25	2 2	-1 0	[DR2], [TR4], Special



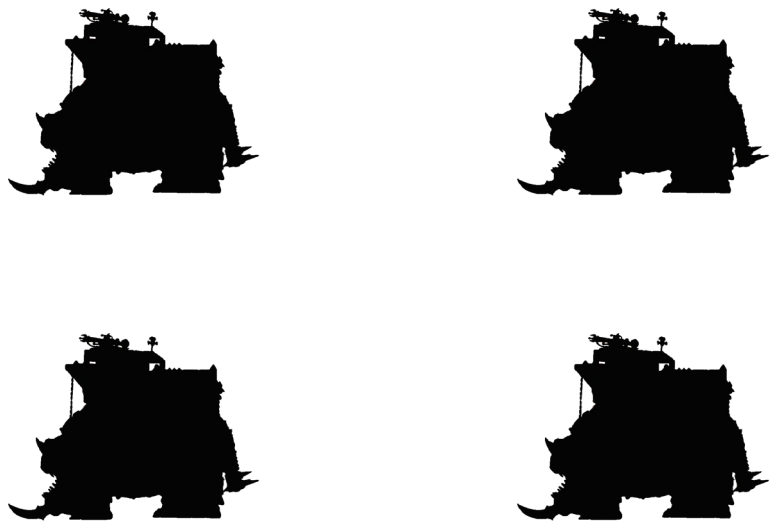
+5 Victory Points

Your opponent gains +3VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH B TRANSPORT MOB

ONE SNAKEBITE BOYZ MOB
Four Squiggoths B



300 Point Value



SQUIGGOTH B TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squiggoth B	15	3+	3/-3	Lobba [B,AY] Shootas [AP,A]	25/50 25	2 2	-1 0	[DR2], [TR4], Special



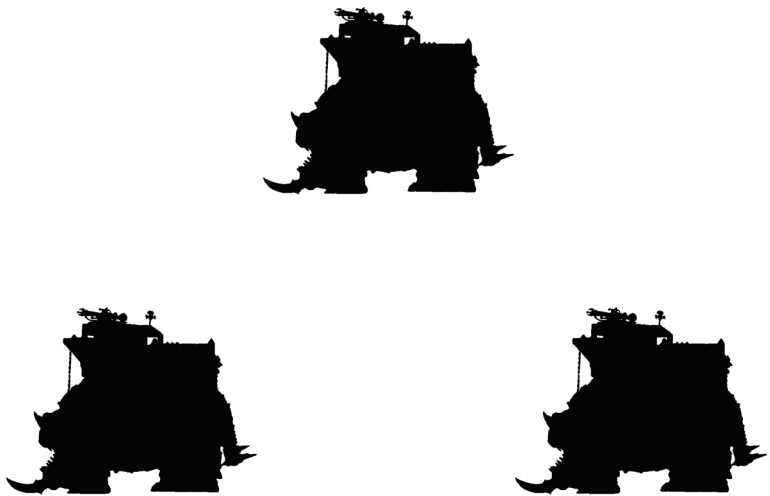
+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH B TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Three Squiggoths B



200 Point Value



SQUIGGOTH B TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squiggoth B	15	3+	3/-3	Lobba [B,AY] Shootas [AP,A]	25/50 25	2 2	-1 0	[DR2], [TR4], Special



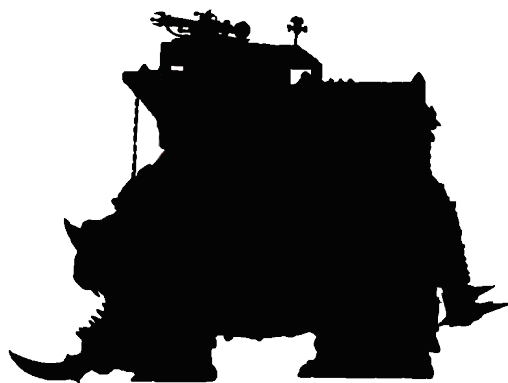
+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH B TRANSPORT MOB

ONE SNAKEBITE INFANTRY COMMAND MOB
One Squiggoths B



100 Point Value



SQUIGGOTH B TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squiggoth B	15	3+	3/-3	Lobba [B,AY] Shootas [AP,A]	25/50 25	2 2	-1 0	[DR2], [TR4], Special



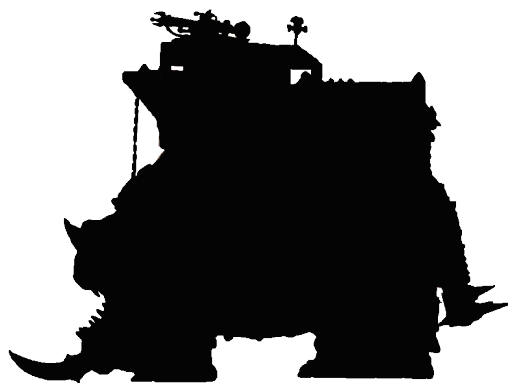
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH B TRANSPORT MOB

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



100 Point Value



SQUIGGOTH B TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squiggoth B	15	3+	3/-3	Lobba [B,AY] Shootas [AP,A]	25/50 25	2 2	-1 0	[DR2], [TR4], Special



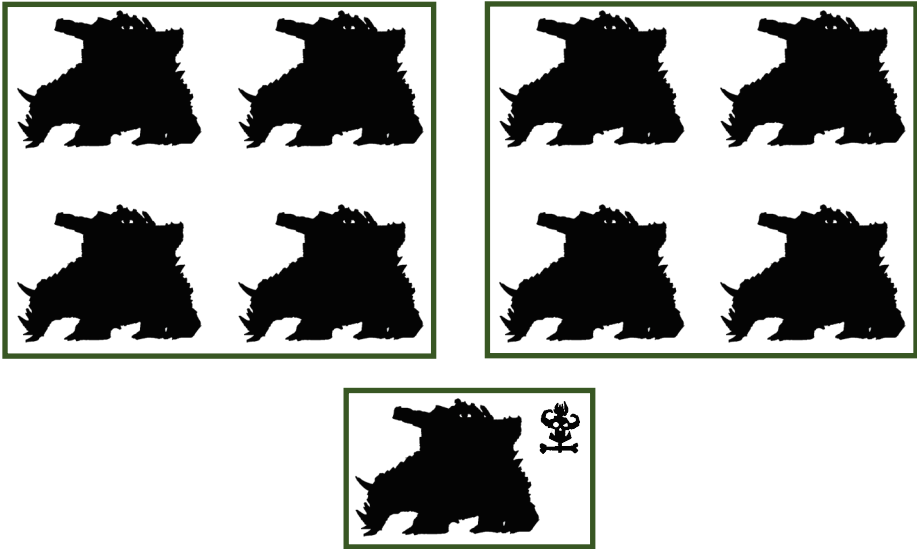
+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH C TRANSPORT MOB

ONE SNAKEBITE INFANTRY WARBAND
Ten Squiggoths C



750 Point Value



SQUIGGOTH C TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squiggoth C	15	3+	3/-3	Zzapp Gun Shootas [AP,A]	25/50 25	1 2	-2 0	[DR2], [TR4], Special



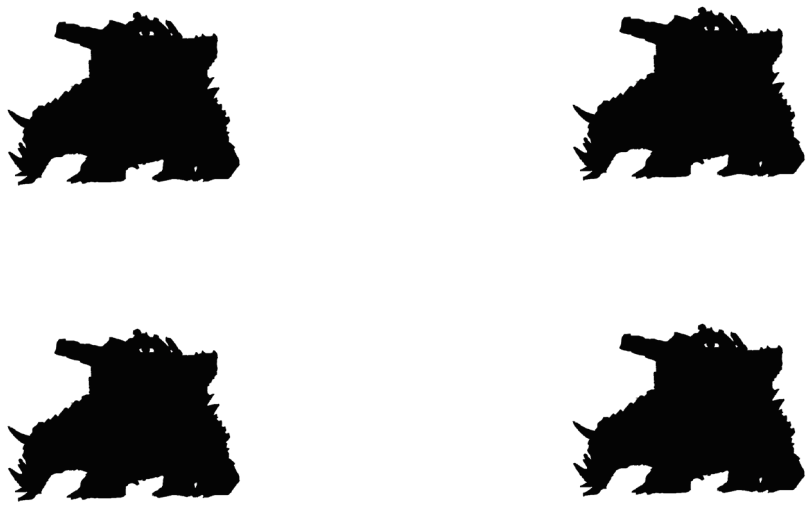
+8 Victory Points

Your opponent gains +4VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH C TRANSPORT MOB

ONE SNAKEBITE BOYZ MOB
Four Squiggoths C



300 Point Value



SQUIGGOTH C TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squiggoth C	15	3+	3/-3	Zzapp Gun Shootas [AP,A]	25/50 25	1 2	-2 0	[DR2], [TR4], Special



+3 Victory Points

Your opponent gains +2VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH C TRANSPORT MOB

ONE LOOTAS, 'EAVY BOYZ MOB
Three Squiggoths C



200 Point Value



SQUIGGOTH C TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squiggoth C	15	3+	3/-3	Zzapp Gun Shootas [AP,A]	25/50 25	1 2	-2 0	[DR2], [TR4], Special



+2 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH C TRANSPORT MOB

ONE SNAKEBITE INFANTRY COMMAND MOB
One Squiggoths C



50 Point Value



SQUIGGOTH C TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squiggoth C	15	3+	3/-3	Zzapp Gun Shootas [AP,A]	25/50 25	1 2	-2 0	[DR2], [TR4], Special



+1 Victory Points

Your opponent gains +1VP when attached formation is broken

TRANSPORT POOL

SQUIGGOTH C TRANSPORT MOB

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



50 Point Value



SQUIGGOTH C TRANSPORT MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Squiggoth C	15	3+	3/-3	Zzapp Gun Shootas [AP,A]	25/50 25	1 2	-2 0	[DR2], [TR4], Special



+1 Victory Points

Your opponent gains +1VP when attached formation is broken