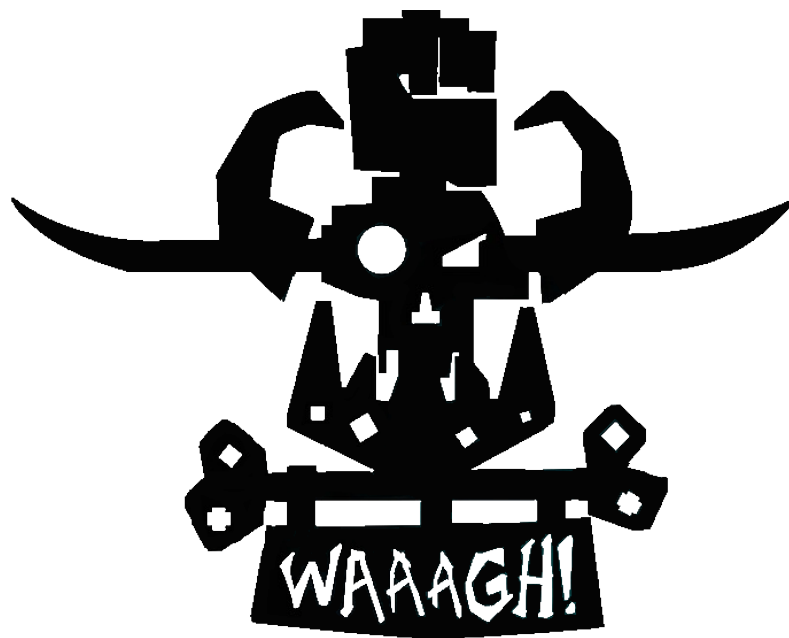




ORKS



FORTIFICATION CARDS
MKV



ORK TRAITS

GENERAL TRAITS



The Orks possess the following traits:

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



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



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

SPECIFIC TRAITS



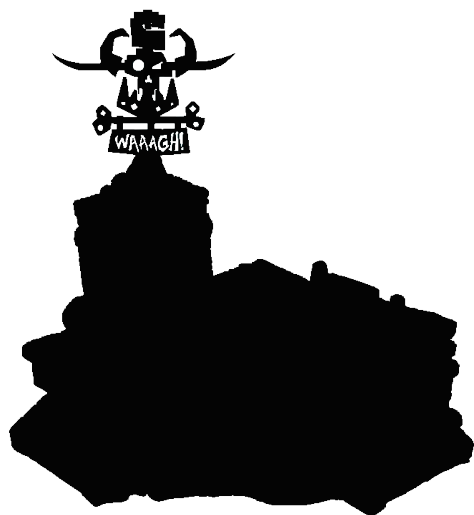
The Orks have the following Specific Traits:

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

FORTIFICATION

ORK TEMPLE

ONE ORK TEMPLE



Structure	AV	DR	Description
Ork Temple	3+	4	+1 to Morale checks to all Ork formations within 25cms of the structure



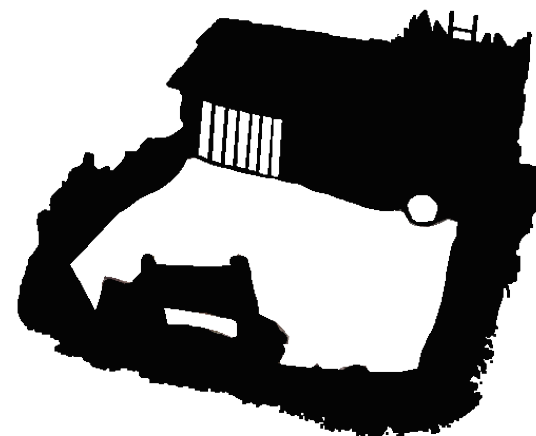
Point Value 50
1 VP when destroyed



FORTIFICATION

BUZZ SQUIG FARM

ONE BUZZ SQUIG FARM



Structure	AV	DR	Description
Buzz Squig Farm	5+	2	If this structure is destroyed roll 4d10. The result is the number of attack dice available. This attack has the Blast [B] trait. A swarm of squigs will move 15cms to the nearest non-ork formation and apply the attack dice rolled above minus the distance moved (if it moves 10cms subtract 10 from the result rolled on the 4d10).



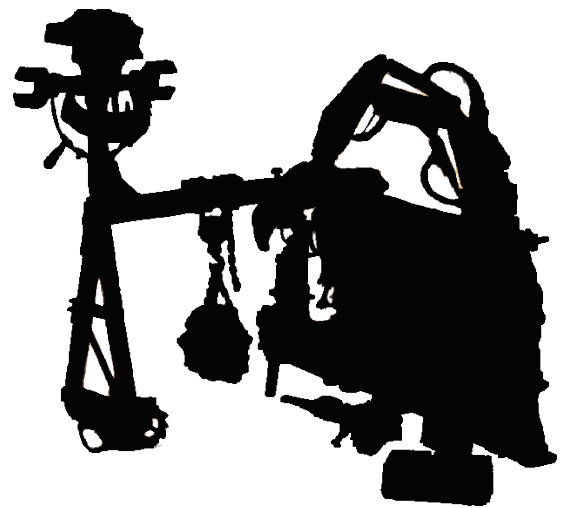
Point Value 50
1 VP when destroyed



FORTIFICATION

MEKBOY WORKSHOP

ONE MEKBOY WORKSHOP



Structure	AV	DR	Description
Mekboy Workshop	3+	4	Grants a +1 bonus to Mechanicus [MK] ability rolls. Weapons: The workshop has 2 Lifta Droppa Weapons (35/70;1AD;[B3];-3TSM).



Point Value 100
1 VP when destroyed

