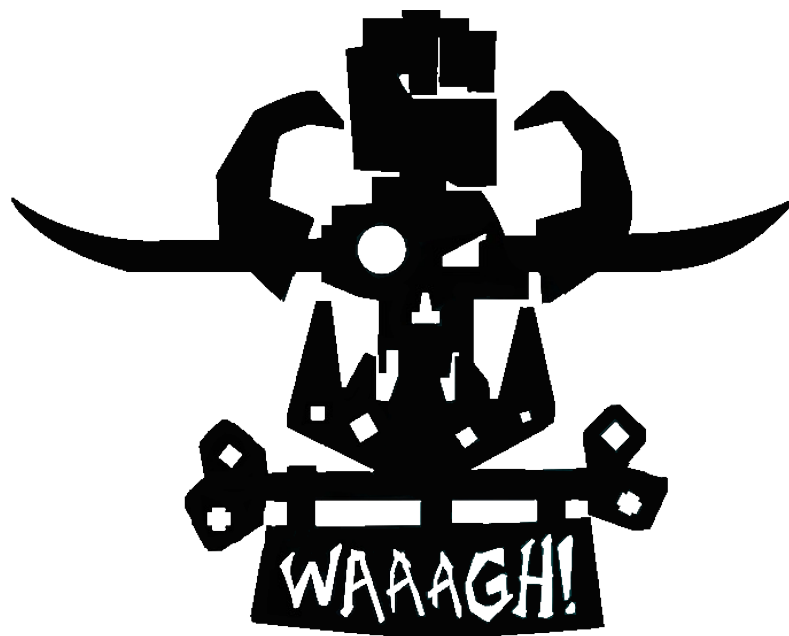




ORKS



SUPPORT 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).

GENERAL SUPPORT CARDS

CAN BE USED WITH ANY CLAN

SUPPORT CARDS INFANTRY

[1]

AMMO RUNTZ MOB

The Ammo Runtz Mob consists of 5 Ammo Runtz stands.



50 Point Value



AMMO RUNTZ MOB

Break Point +2: 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
Ammo Runts	10	-	1/0	Grot Blasta [A]	20	1	0	Special

+1 Victory Points

Your opponent gains +1 VPs attached formation is broken

BURNA BOYZ MOB

The Mob consists of 1 Nobz stand and 15 Burna Boyz stands



250 Point Value



BURNA BOYZ MOB

Break Point 6: The Mob is broken if it has lost 6 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.

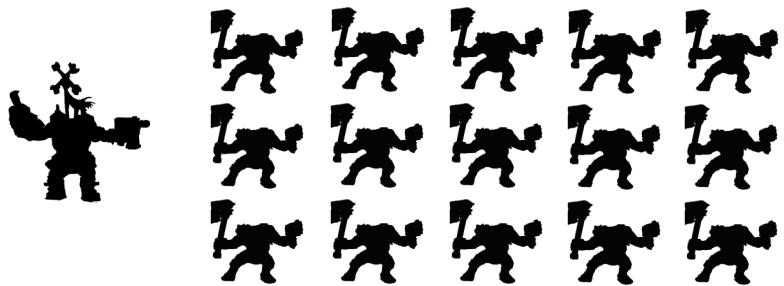
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]
Burna Boyz	10	9+	2/0	Burna [FW]	10	2	0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

CHOPPA BOYZ MOB

The Mob consists of 1 Nobz stand and 15 Choppa Boyz stands



200 Point Value



CHOPPA BOYZ MOB

Break Point 6: The Mob is broken if it has lost 6 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
Nobz	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]
Choppa Boyz	10	10+	2/-1	Choppas	-	-	-	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

CHOPPA 'ARD BOYZ MOB

The Mob consists of 1 Nobz stand and 15 Choppa 'Ard Boyz stands



250 Point Value



CHOPPA 'ARD BOYZ MOB

Break Point 6: The Mob is broken if it has lost 6 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.

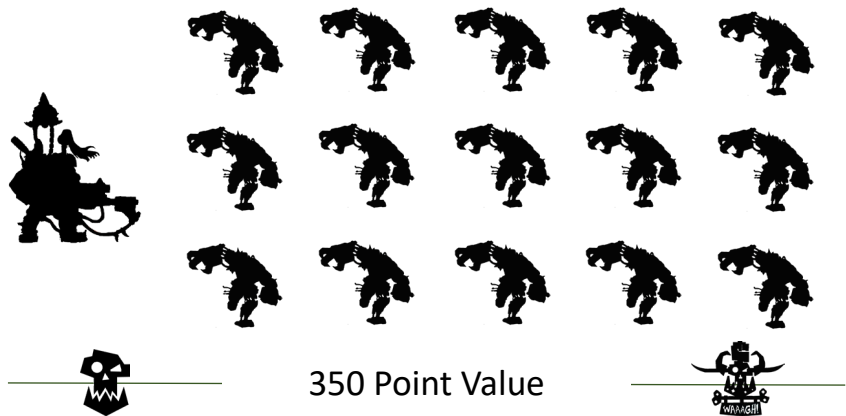
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]
Choppa 'ard Boyz	10	8+	2/-1	Choppas	-	-	-	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

CYBORK MOB

The Mob consists of 1 Nobz stand and 15 Cybork stands



350 Point Value

CYBORK MOB

Break Point 6: The Mob is broken if it has lost 6 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.

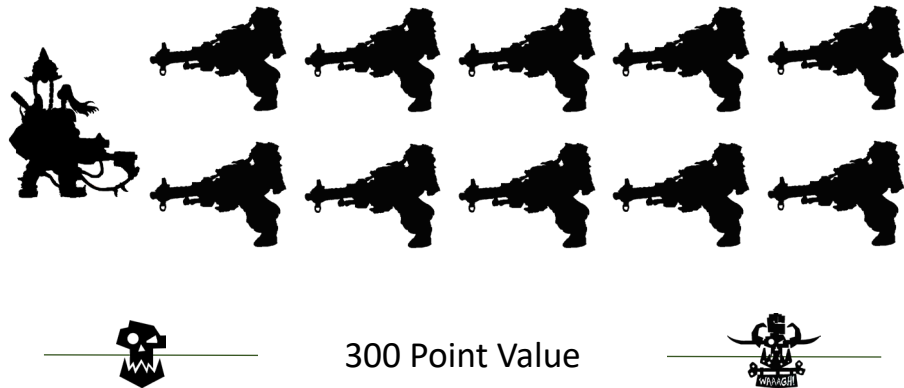
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]
Cybork	10	6+	3/-1	Shoota [A]	25	1	0	Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

'EAVY BOYZ MOB

The Mob consists of 1 Nobz stand and 10 'Eavy Boyz stands



300 Point Value

'EAVY BOYZ MOB

Break Point 4: The Mob is broken if it has lost 4 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.

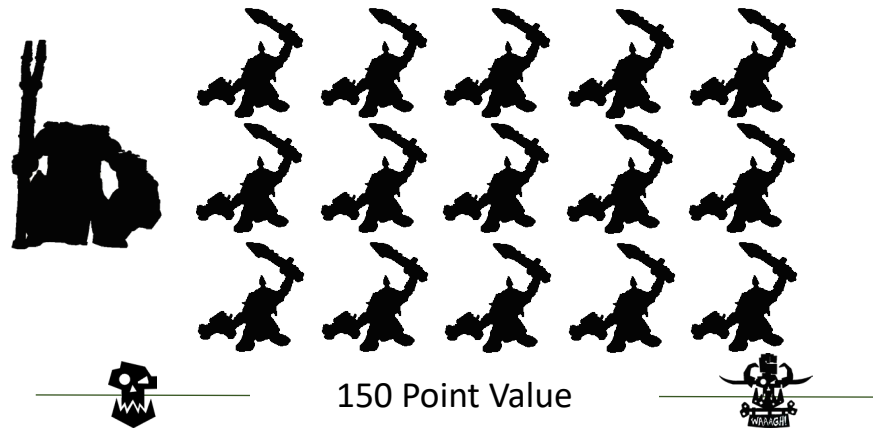
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]
'Eavy Boyz	10	9+	1/0	Big Shoota [A]	20/35	4	-1	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

GRETCHEN MOB

The Mob consists of 1 Runherderz stand and 15 Gretchen stands



GRETCHEN MOB

Break Point 6: The Mob is broken if it has lost 6 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.

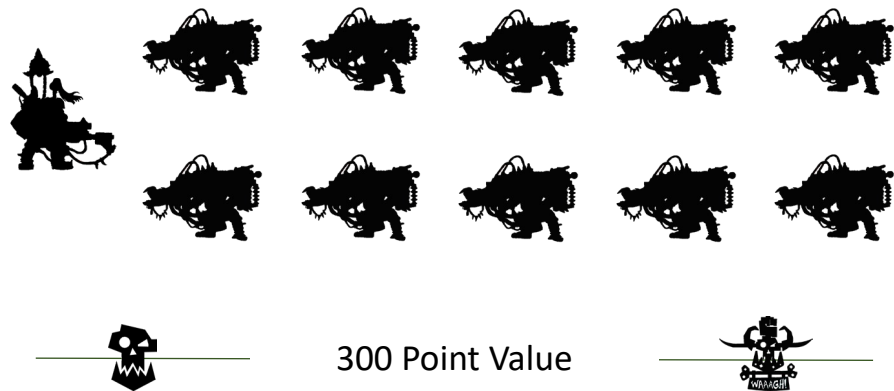
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Runtherd	10	10+	2/0	Shoota [A]	20	2	0	[HQ1], Special
Gretchen	10	-	1/0	Grot Blasta [A]	20	1	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

LOOTAS MOB

The Mob consists of 1 Nobz stand and 10 Lootas stands



LOOTAS MOB

Break Point 4: The Mob is broken if it has lost 4 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
Nobz	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]
Lootas	10	10+	1/0	Deffguns	25/50	3	-2	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

MADBOYZ MOB

The Mob consists of 15 Madboyz stands



MADBOYZ MOB

Break Point 6: The Mob is broken if it has lost 6 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.

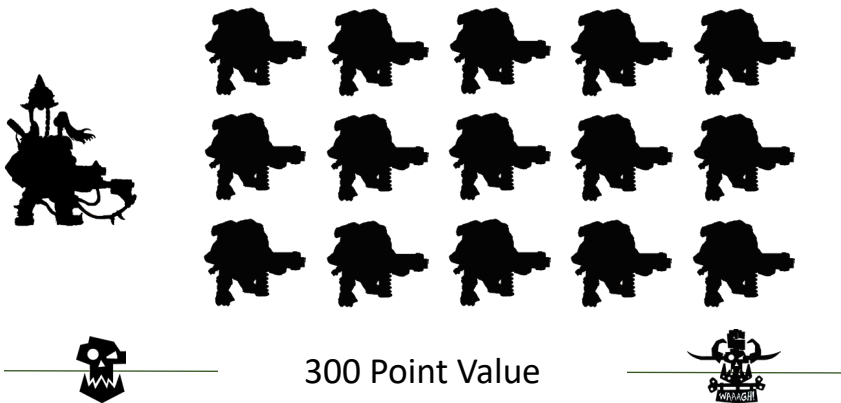
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Madboy	10	[8]+	1/0	Shootas [A]	20	1	0	Special

Victory Points 2 VP

Your opponent gains 2 VPs when this Mob is destroyed

SHOOTA 'ARD BOYZ MOB

The Mob consists of 1 Nobz stand and 15 Shoota 'Ard Boyz stands



SHOOTA 'ARD BOYZ MOB

Break Point 6: The Mob is broken if it has lost 6 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.

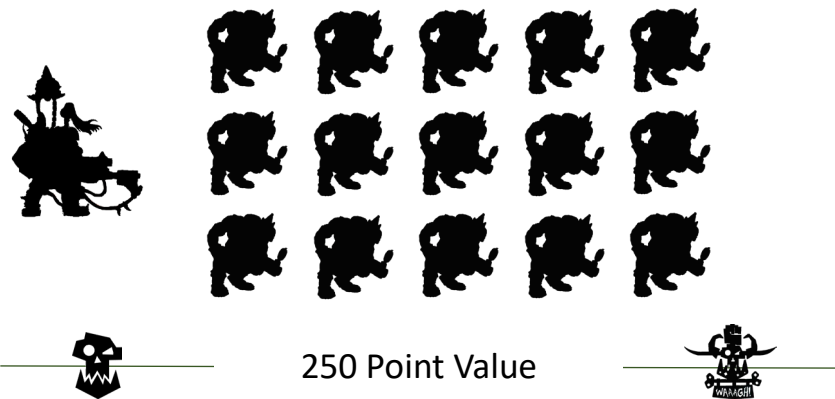
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]
Shoota 'ard Boyz	10	7+	1/0	Shootas [A]	20	2	0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

SHOOTA BOYZ MOB

The Mob consists of 1 Nobz stand and 15 Shoota Boyz stands



SHOOTA BOYZ MOB

Break Point 6: The Mob is broken if it has lost 6 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.

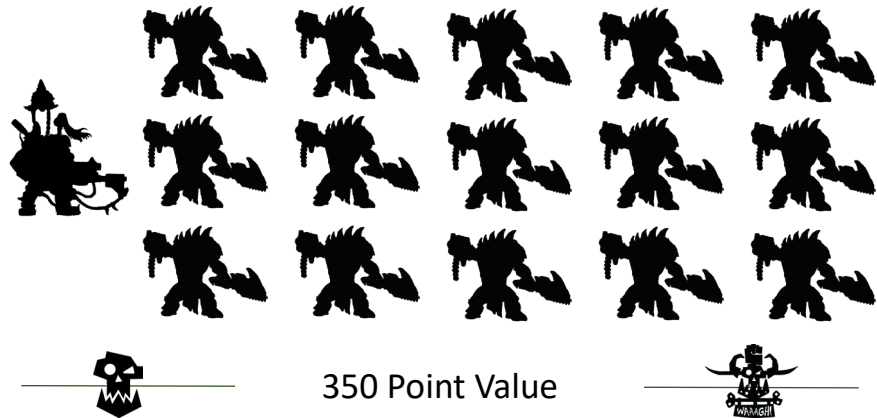
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]
Shoota Boyz	10	10+	1/0	Shootas [A]	20	2	0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

SKAR BOYZ MOB

The Mob consists of 1 Nobz stand and 15 Skar Boyz stands



SKAR BOYZ MOB

Break Point 6: The Mob is broken if it has lost 6 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.

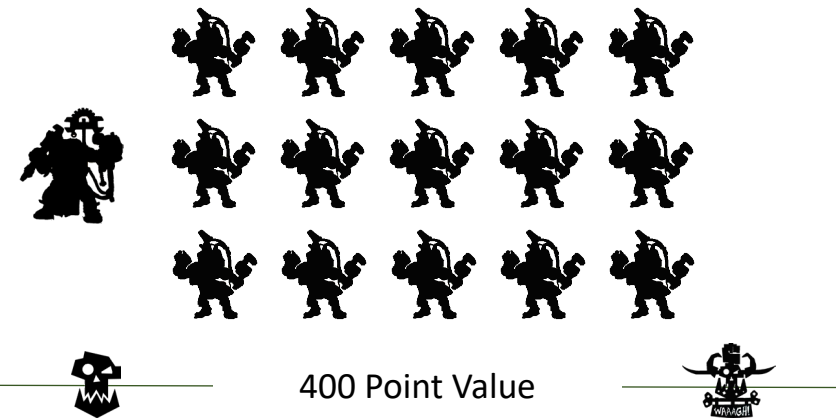
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]
Skar Boyz	10	7+	2/-1	Shootas [A]	20	2	0	Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

SPANNA BOYZ MOB

The Mob consists of 1 Mek stand and 15 Spanna Boyz stands



400 Point Value

SPANNA BOYZ MOB

Break Point 6: The Mob is broken if it has lost 4 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.

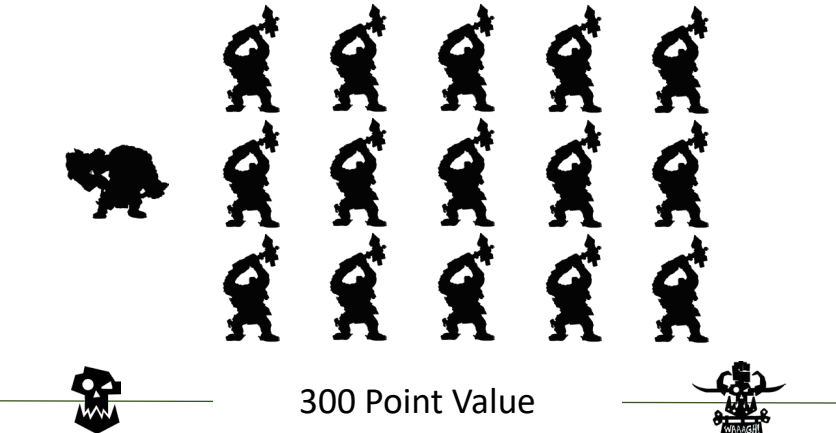
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mek	10	[9]+	2/-1	Rokkits [A]	25	1	-2	[HQ1], [MK]
Spanna Boyz	10	10+	1/0	Shootas [A]	20	2	0	Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

TANKBUSTAS MOB

The Mob consists of 1 Nobz stand and 15 Tankbustas stands



300 Point Value

TANKBUSTAS MOB

Break Point 6: The Mob is broken if it has lost 6 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.

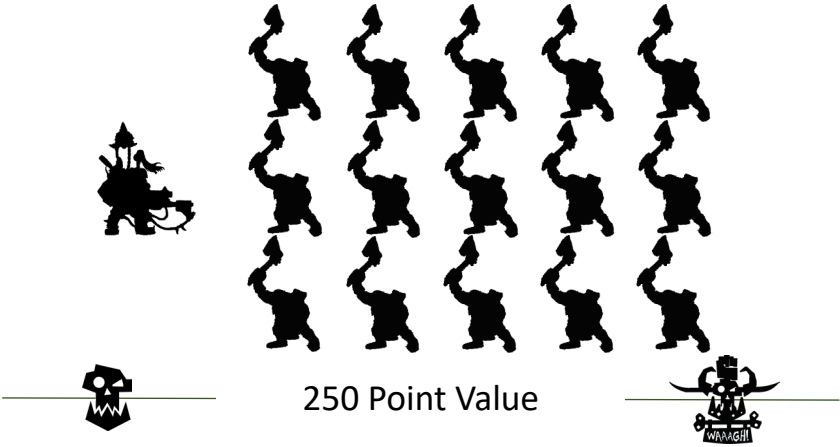
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]
Tankbustas	10	7+	1/-2	Rokkits [A] Hammer	25 -	2 -	-2 -	Special

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

WILDBOYZ MOB

The Mob consists of 1 Nobz stand and 15 Wildboyz stands



WILDBOYZ MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R]
Wildboyz	10	-	2/-1	Choppa	-	-	-	[IF], [AG]

Victory Points 3 VP
Your opponent gains 2 VPs when this Mob is broken

ODD BOYZ SUPPORT CARDS

INFANTRY [1]

BIG MEK MOB

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



150 Point Value



BIG MEK MOB

Break Point +1: 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 Mek	10	5[7]+	3/-1	Kustom Shoota [A]	25	3	-2	[HQ2], [MK]
Shoota 'ard Boyz	10	7+	1/0	Shootas [A]	20	2	0	

+2 Victory Points

Your opponent gains +2 VPs attached formation is broken

MEK MOB

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



100 Point Value



MEK MOB

Break Point +1: 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
Mek	10	[9]+	2/-1	Rokkits [A]	25	1	-2	[HQ1], [MK]
Shoota Boyz	10	10+	1/0	Shootas [A]	20	2	0	

+1 Victory Points

Your opponent gains +1 VPs attached formation is broken

MEK SHOKK ATTACK MOB

The Mob consists of 5 Mek Shokk Attack stands



300 Point Value



MEK SHOKK ATTACK 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.

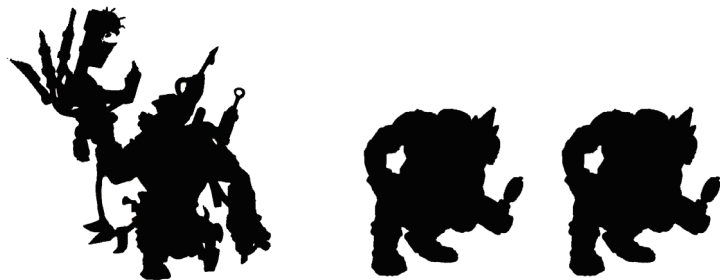
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mek Shokk Gun	10	6+	2/-1	Shokk Attack Gun [B2, IC]	30/60	1	-2	[HQ1], [MK], Special

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

PAINBOY MOB

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



50 Point Value



PAINBOY MOB

Break Point +1: Adds +1 to the break point of the formation its added to.

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

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

+1 Victory Points

Your opponent gains +1 VPs attached formation is broken

SUPPORT CARDS CAVALRY

[2]

BIKERBOYZ MOB

The Mob consists of 1 Nobz Warbike and 4 Bikerboyz



150 Point Value



BIKERBOYZ 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
Nobz, Warbikes	30	5+	3/-2	Shootas [AP, A]	25	2	0	[HQ1]
Bikerboyz	30	7+	2/-1	Shootas [AP,A]	25	1	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BUGGY MOB

The Mob consists of 5 Buggies



150 Point Value



BUGGY 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
Buggy	30	5+	1/-1	Rokkits [A]	25	1	-2	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

LIGHT BUGGY BIGMOB

The Mob consists of 5 Light Buggy



150 Point Value



LIGHT BUGGY BIGMOB

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
Buggy, Light	30	7+	1/-1	Big Shoota [AP,A]	25	2	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

DEFFKOPTA BIGMOB A

The Mob consists of 5 Deffkoptas A.



150 Point Value



DEFFKOPTA BIGMOB A

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
Deffkopta A	30[K]	6+	1/-1	Shootas [AP,A]	25	2	0	[R]

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

DEFFKOPTA MOB B

The Mob consists of 5 Deffkoptas B



150 Point Value



DEFFKOPTA MOB B

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
Deffkopta B	30[K]	6+	1/-1	Shootas [AP,A]	25	1	0	
				Rokkits [A]	25	1	-2	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

DEFFKOPTA MOB C

The Mob consists of 5 Deffkoptas C.



150 Point Value



DEFFKOPTA MOB C

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
Deffkopta C	30[K]	6+	1/-1	Kustom Megablastar [A,TL2]	25	1	-2	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

SKORCHA MOB

The Mob consists of 5 Skorchas.



200 Point Value



SKORCHA 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
Scorcher	30	5+	1/-1	Supa Scorcha [FW]	25	3	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

WARKOPTA MOB

The Mob consists of 5 Warkoptas.



250 Point Value



WARKOPTA 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
Warkopta	30[K]	6+	1/-1	Rattler Kannon	25	6	0	[TR2]
				Shootas [AP,A]	25	2	0	
				Big Bomb [B2]	0	2	-1	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

WARTRACKS MOB

The Mob consists of 5 Wartrakks.



150 Point Value



WARTRACKS 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
Wartrack	25	6+	1/-1	Shootas [AP,A]	25	2	0	Special

Victory Points 2 VP

Your opponent gains 1 VP when this Mob is broken

WARTRACK GROT BOMM LAUNCHA MOB

The Mob consists of 5 Watrakk Grot Bomm Launchas.



200 Point Value



WARTRACK GROT BOMM LAUNCHA 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
Wartrack, Grot Bomm Launcha	30	6+	1/0	Shootas [AP,A] Grot Bomm [B2,AY]	25 35/70	2 2	0	Special

Victory Points 2 VP

Your opponent gains 1 VP when this Mob is broken

BIKERBOYZ BIGMOB

The Mob consists of 1 Nobz Warbike and 8 Bikerboyz



250 Point Value



BIKERBOYZ BIGMOB

Break Point 4: The Mob is broken if it has lost 4 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.

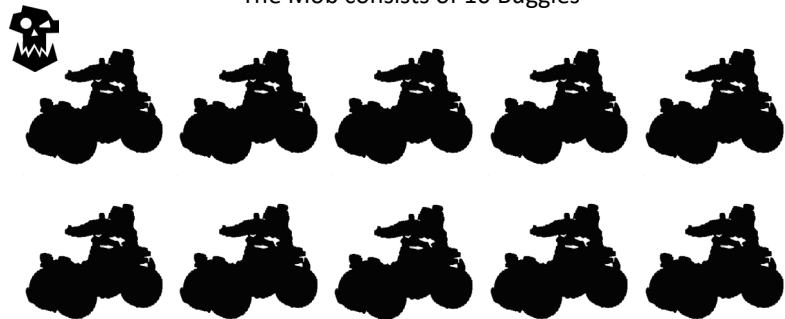
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nobz, Warbikes	30	5+	3/-2	Shootas [AP, A]	25	2	0	[HQ1]
Bikerboyz	30	7+	2/-1	Shootas [AP,A]	25	1	0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

BUGGY BIGMOB

The Mob consists of 10 Buggies



250 Point Value



BUGGY BIGMOB

Break Point 4: The Mob is broken if it has lost 4 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.

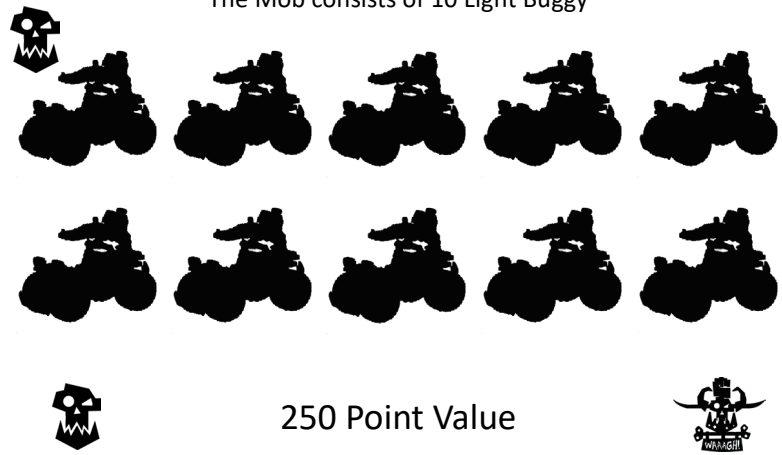
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Buggy	30	5+	1/-1	Rokkits [A]	25	1	-2	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

LIGHT BUGGY BIGMOB

The Mob consists of 10 Light Buggy



250 Point Value

LIGHT BUGGY BIGMOB

Break Point 4: The Mob is broken if it has lost 4 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.

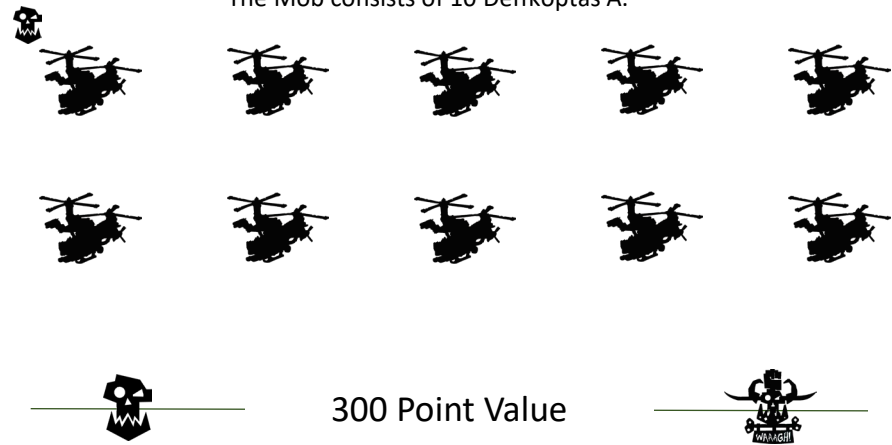
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Buggy, Light	30	7+	1/-1	Big Shoota [AP,A]	25	2	0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

DEFFKOPTA BIGMOB A

The Mob consists of 10 Deffkoptas A.



300 Point Value

DEFFKOPTA BIGMOB A

Break Point 4: The Mob is broken if it has lost 4 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.

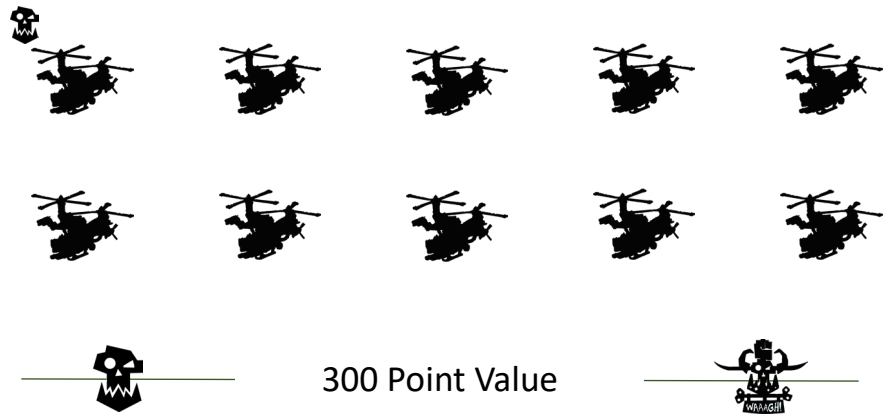
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Deffkopta A	30[K]	6+	1/-1	Shootas [AP,A]	25	2	0	[R]

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

DEFFKOPTA BIGMOB B

The Mob consists of 10 Deffkoptas B



DEFFKOPTA BIGMOB B

Break Point 4: The Mob is broken if it has lost 4 stands. Once the Mob is broken it must take a Morale check.

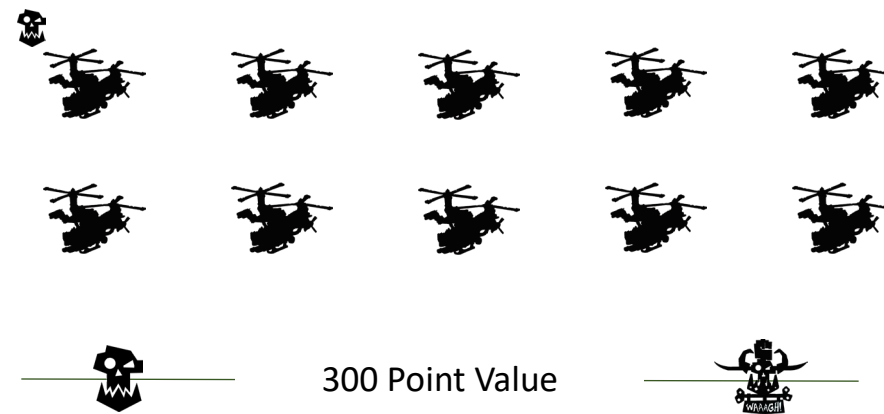
Morale Value 7+: Orks have a Morale value of 7+ and must roll 7 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Deffkopta B	30[K]	6+	1/-1	Shootas [AP,A] Rokkits [A]	25 25	1 1	0 -2	

Victory Points 3 VP
Your opponent gains 2 VPs when this Mob is broken

DEFFKOPTA BIGMOB C

The Mob consists of 10 Deffkoptas C.



DEFFKOPTA BIGMOB C

Break Point 4: The Mob is broken if it has lost 4 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
Deffkopta C	30[K]	6+	1/-1	Kustom Megablasters [A,TL2]	25	1	-2	

Victory Points 3 VP
Your opponent gains 2 VPs when this Mob is broken

SKORCHA BIGMOB

The Mob consists of 10 Skorchas.



400 Point Value



SKORCHA BIGMOB

Break Point 4: The Mob is broken if it has lost 4 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
Scorcher	30	5+	1/-1	Supa Scorcha [FW]	25	3	-1	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

WARKOPTA BIGMOB

The Mob consists of 10 Warkoptas.



500 Point Value



WARKOPTA BIGMOB

Break Point 4: The Mob is broken if it has lost 4 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.

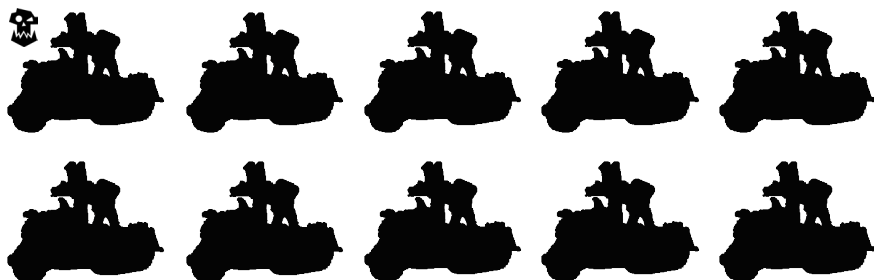
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Warkopta	30[K]	6+	1/-1	Rattler Kannon	25	6	0	[TR2]
				Shootas [AP,A]	25	2	0	
				Big Bomb [B2]	0	2	-1	

Victory Points 5 VP

Your opponent gains 3 VPs when this Mob is broken

WARTRACKS BIGMOB

The Mob consists of 10 Wartrakk.



300 Point Value



WARTRACKS BIGMOB

Break Point 4: The Mob is broken if it has lost 4 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
Wartrack	25	6+	1/-1	Shootas [AP,A]	25	2	0	Special

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

WARTRACK GROT BOMM LAUNCHA BIGMOB

The Mob consists of 10 Watrakk Grot Bomm Launchas.



350 Point Value



WARTRACK GROT BOMM LAUNCHA BIGMOB

Break Point 4: The Mob is broken if it has lost 4 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
Wartrack, Grot Bomm Launcha	30	6+	1/0	Shootas [AP,A] Grot Bomm [B2,AY]	25 35/70	2 2	0	Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

SUPPORT CARDS WALKERS

[2]

DEFF DREAD MOB

The Mob consists of 5 Deff Dreads.



300 Point Value



DEFF DREAD 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
Deff Dread	15	3+	3/-3	Kustom Megablaster [A]	25	2	-2	
				Shootas [AP,A]	25	2	0	
				Burnas [AP,A,FW]	10	2	0	
				Power Claw [B]	-	-	-	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

GORKANAUTS MOB

The Mob consists of 3 Gorkanauts.



350 Point Value



GORKANAUTS 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
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]	-	-	-	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

KILLAKANS MOB

The Mob consists of 6 Killakans.



200 Point Value



KILLAKANS 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
Killa Kan	15	4+	2/-2	Rokkit Launcha [A]	25	1	-2	
				Shootas [AP,A]	25	1	0	
				Power Claw [B]	-	-	-	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

KUSTOM MEK DREAD MOB

The Mob consists of 5 Kustom Mek Dreads.



550 Point Value



KUSTOM MEK DREAD 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
Kustom Mek Dread	15	2[4]+	4/-3	Big Zzappa	25/50	1	-2	[MK], Special
				Rokkit Bommz [AY,B]	25/50	1	-1	
				Shootas [AP,A]	25	2	0	

Victory Points 6 VP

Your opponent gains 3 VPs when this Mob is broken

MEGA DREAD SHOOTA A MOB

The Mob consists of 5 Mega Dread Shoota A.



400 Point Value



MEGA DREAD SHOOTA A MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Dread Shoota A	15	2+	4/-3	Rokkit Launchers	25	2	-2	
				Scorchas [FW]	10	4	0	
				Shootas [AP,A]	25	2	0	
				Power Claw [B]	-	-	-	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

MEGA DREAD SHOOTA B MOB

The Mob consists of 5 Mega Dread Shoota B.



400 Point Value



MEGA DREAD SHOOTA B MOB

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

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

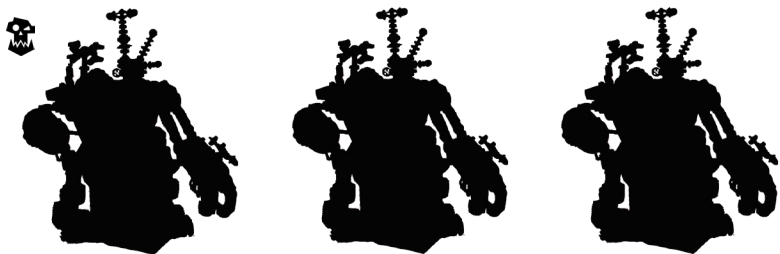
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Dread Shoota B	15	2+	3/-2	Kill Kannon [B2]	20/35	1	-2	
				Shootas [AP,A]	25	6	0	
				Power Claw [B]	-	-	-	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

MORKANAUTS MOB

The Mob consists of 3 Morkanauts.



300 Point Value



MORKANAUTS 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
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]	-	-	-	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

TIN BOTZ MOB

The Mob consists of 1 Mek and 5 Tin Botz



250 Point Value



TIN BOTZ 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.

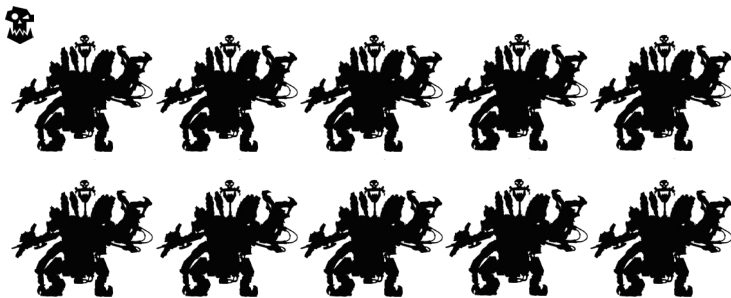
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mek	10	[9]+	2/-1	Rokkits [A]	25	1	-2	[HQ1], [MK]
Tinbotz	10	3+	3/-2	Shootas [AP,A]	25	2	0	[RC], Special

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

DEFF DREAD BIGMOB

The Mob consists of 10 Deff Dreads.



650 Point Value



DEFF DREAD BIGMOB

Break Point 4: The Mob is broken if it has lost 4 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.

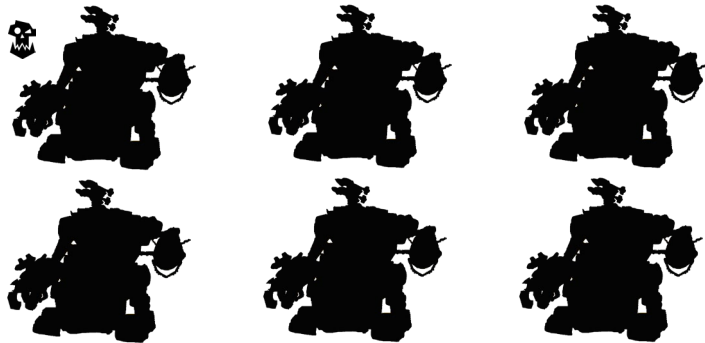
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Deff Dread	15	3+	3/-3	Kustom Megablasters [A]	25	2	-2	
				Shootas [AP,A]	25	2	0	
				Burnas [AP,A,FW]	10	2	0	
				Power Claw [B]	-	-	-	

Victory Points 7 VP

Your opponent gains 4 VPs when this Mob is broken

GORKANAUTS BIGMOB

The Mob consists of 6 Gorkanauts.



650 Point Value



GORKANAUTS BIGMOB

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.

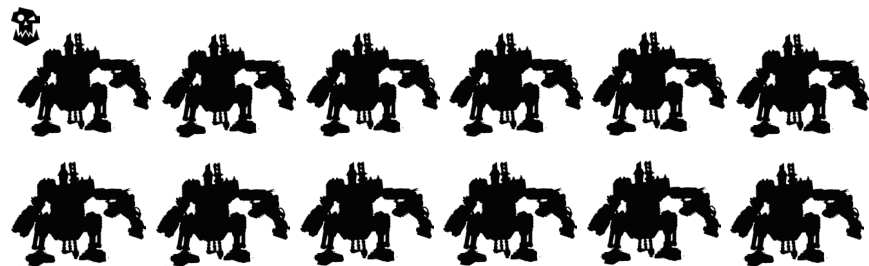
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gorkanaut	15	2+	4/-4	Rokkit Launcher [A]	25	2	-2	[DR2], [TR1], Special
				Deffstorm Mega Shoota	20/35	5	-1	
				Skorcha [AP,A]	10	2	0	
				Shootas [AP,A]	25	2	0	
				Power Claw [B]	-	-	-	

Victory Points 7 VP

Your opponent gains 4 VPs when this Mob is broken

KILLAKANS BIGMOB

The Mob consists of 12 Killakans.



400 Point Value



KILLAKANS BIGMOB

Break Point 5: The Mob is broken if it has lost 5 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
Killa Kan	15	4+	2/-2	Rokkit Launcha [A]	25	1	-2	
				Shootas [AP,A]	25	1	0	
				Power Claw [B]	-	-	-	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

KUSTOM MEK DREAD BIGMOB

The Mob consists of 10 Kustom Mek Dreads.



1100 Point Value



KUSTOM MEK DREAD BIGMOB

Break Point 4: The Mob is broken if it has lost 4 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.

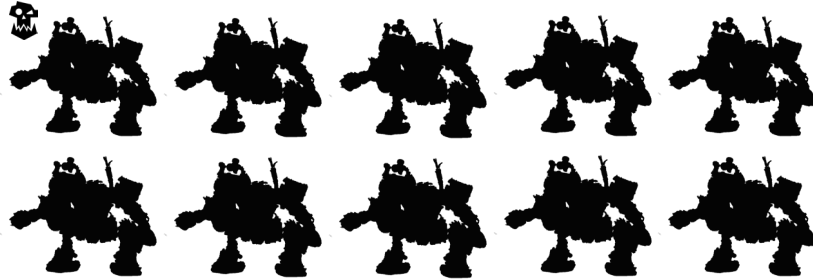
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kustom Mek Dread	15	2[4]+	4/-3	Big Zzappa	25/50	1	-2	[MK],
				Rokkit Bommz [AY,B]	25/50	1	-1	Special
				Shootas [AP,A]	25	2	0	

Victory Points 11 VP

Your opponent gains 6 VPs when this Mob is broken

MEGA DREAD SHOOTA A BIGMOB

The Mob consists of 10 Mega Dread Shoota A.



800 Point Value



MEGA DREAD SHOOTA A BIGMOB

Break Point 4: The Mob is broken if it has lost 4 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.

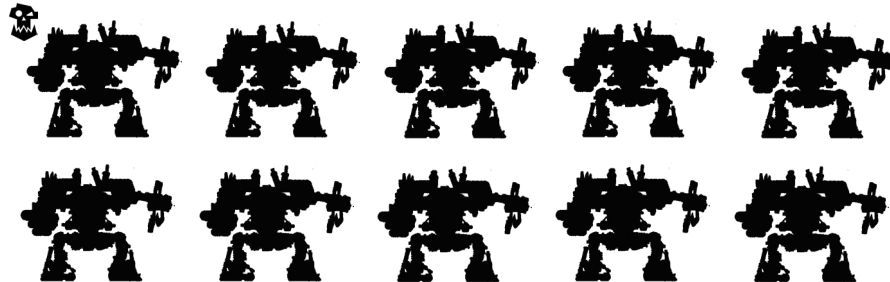
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Dread Shoota A	15	2+	4/-3	Rokkit Launchers	25	2	-2	
				Scorchas [FW]	10	4	0	
				Shootas [AP,A]	25	2	0	
				Power Claw [B]	-	-	-	

Victory Points 8 VP

Your opponent gains 4 VPs when this Mob is broken

MEGA DREAD SHOOTA B BIGMOB

The Mob consists of 10 Mega Dread Shoota B.



800 Point Value



MEGA DREAD SHOOTA B BIGMOB

Break Point 4: The Mob is broken if it has lost 4 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.

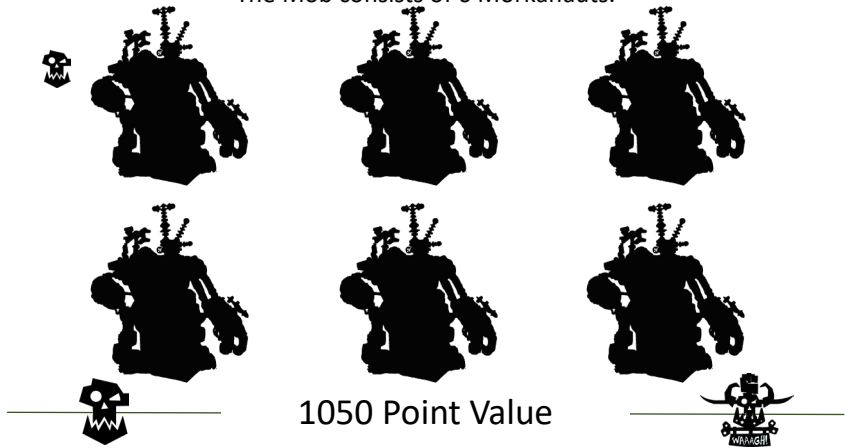
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Dread Shoota B	15	2+	3/-2	Kill Kannon [B2]	20/35	1	-2	
				Shootas [AP,A]	25	6	0	
				Power Claw [B]	-	-	-	

Victory Points 8 VP

Your opponent gains 4 VPs when this Mob is broken

MORKANAUTS BIGMOB

The Mob consists of 6 Morkanauts.



1050 Point Value

MORKANAUTS BIGMOB

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.

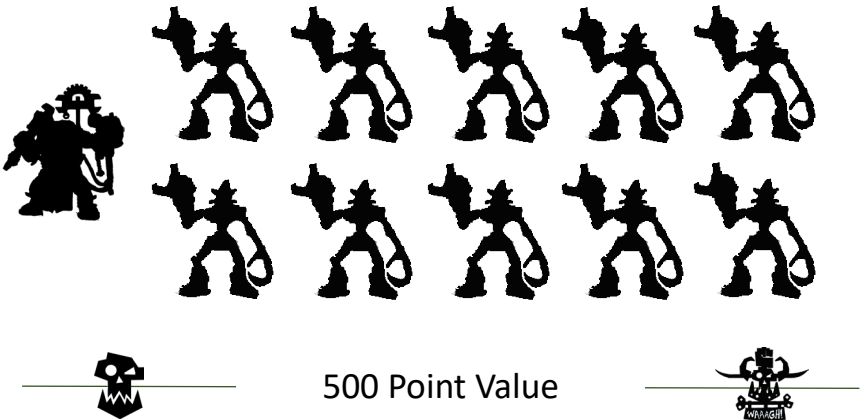
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Morkanaut	15	2+	4/-4	Rokkit Launcher [A]	25	2	-2	[DR2], [TR1], Special
				Kustom Mega Kannon [B]	20/35	1	-2	
				Mega Blaster [A]	25	2	-2	
				Shootas [AP,A]	25	3	0	
				Power Claw [B]	-	-	-	

Victory Points 11 VP

Your opponent gains 6 VPs when this Mob is broken

TIN BOTZ BIGMOB

The Mob consists of 1 Mek and 10 Tin Botz



500 Point Value

TIN BOTZ BIGMOB

Break Point 4: The Mob is broken if it has lost 4 stands. Once the Mob is broken it must take a Morale check.

Morale Value -: This formation ignores morale checks.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mek	10	[9]+	2/-1	Rokkits [A]	25	1	-2	[HQ1], [MK]
Tinbotz	10	3+	3/-2	Shootas [AP,A]	25	2	0	[RC], Special

Victory Points 5 VP

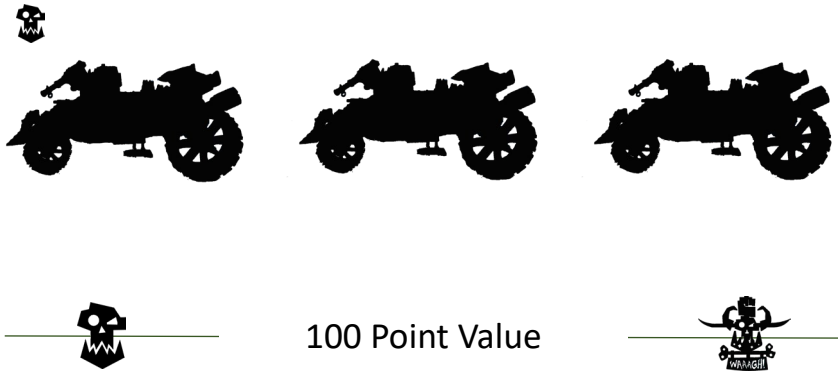
Your opponent gains 3 VPs when this Mob is broken

SUPPORT CARDS VEHICLES

[3]

LIGHT BATTLEWAGON MOB

The Mob consists of 3 Light Battlewagons.



100 Point Value

LIGHT BATTLEWAGON 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.

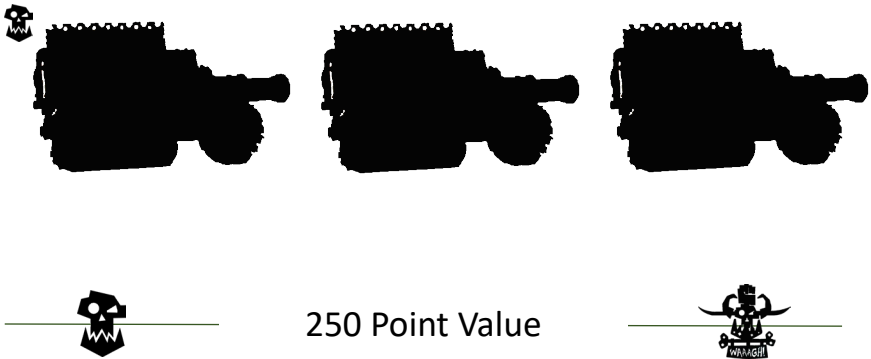
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Battlewagon , Light	25	4+	2/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 1	-2 0	[TR2], Special

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

BRAINCRUSHA MOB

The Mob consists of 3 Braincrushas.



250 Point Value

BRAINCRUSHA 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
Braincrusha	15	4+	2/-1	Deth Kannon [D,B3] Shootas [AP,A]	50/100 25	1 2	-5 0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

BONEBREAKA MOB

The Mob consists of 3 Bonebreakas.



200 Point Value



BONEBREAKA 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
Bonebreaka	20	3+	3/-2	Skullhamma Kannon [B3] Shootas [AP,A]	30/60 25	1 2	-3 0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BONECRUNCHA MOB

The Mob consists of 3 Bonecrunchas.



200 Point Value



BONECRUNCHA 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
Bonecruncha	20	3+	3/-2	Kannons [B] Shootas [AP,A]	20/35 25	2 4	-2 0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BOWEL BURNA MOB

The Mob consists of 3 Bowel Burnas.



150 Point Value



BOWEL BURNA 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
Bowel Burna	30	4+	2/-1	Supa Scorcha [FW]	25	3	-1	
				Shootas [AP,A]	25	2	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

GOBSMASHA MOB

The Mob consists of 3 Gobsmashas.



150 Point Value



GOBSMASHA 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
Gobsmasha	25	3+	2/-1	Killkannon [B2]	20/35	1	-2	
				Shootas [AP,A]	25	2	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

GUTRIPPA MOB

The Mob consists of 3 Gutrippas.



150 Point Value



GUTRIPPA 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
Gutrippa	20	3+	3/-2	Killkannon [B2]	20/35	1	-2	
				Shootas [AP,A]	25	2	0	
				Claws [B]	-	-	-	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

GROT TANK MOB

The Mob consists of 5 Grot Tanks.



150 Point Value



GROT TANK 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
Grot Tank	10	6+	2/-1	Grot Gunz	25	1	-2	
				Shootas [AP,A]	25	2	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

LUNGBURSTA MOB

The Mob consists of 3 Lungburstas.



150 Point Value



LUNGBURSTA 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
Lungbursta	20	3+	2/-1	Supa Kannon [B] Big Shootas [AP,A]	30/60 25	1 2	-3 -1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

SPLEENRIPPA MOB

The Mob consists of 3 Spleenrippas.



150 Point Value



SPLEENRIPPA 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
Spleenrippa	30	4+	2/-1	Supa Kannon [B] Shootas [AP,A]	30/60 25	1 2	-3 0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BIG GUN TRACK A MOB

The Mob consists of 3 Big Gun Tracks A.



150 Point Value



BIG GUN TRACK A 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
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	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BIG GUN TRACK B MOB

The Mob consists of 3 Big Gun Tracks B.



150 Point Value



BIG GUN TRACK B 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
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	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BIG GUN TRACK C MOB

The Mob consists of 3 Big Gun Tracks C.



150 Point Value



BIG GUN TRACK C 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
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	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BIG GUN TRACK D MOB

The Mob consists of 3 Big Gun Tracks D.



200 Point Value



BIG GUN TRACK D 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
Big Gun Track D	25	4+	2/-1	Flakka Gunz [AA,TL2]	25/50	1	-2	[TR1], [OT], [AG]
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

GUN TRUKK A MOB

The Mob consists of 3 Gun Trukk A.



100 Point Value



GUN TRUKK A 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
Gun Trukk A	25	6+	1/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 2	-2 0	[TR1], [OT]

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

GUN TRUKK B MOB

The Mob consists of 3 Gun Trukk B.



150 Point Value



GUN TRUKK B 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
Gun Trukk B	25	6+	1/-1	Lobba [B,M,AY] Shootas [AP,A]	25/50 25	2 2	-1 0	[TR1], [OT]

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

GUN TRUKK C MOB

The Mob consists of 3 Gun Trukk C.



100 Point Value



GUN TRUKK C 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
Gun Trukk C	25	6+	1/-1	Big Zzappa Shootas [AP,A]	25/50 25	1 2	-2 0	[TR1], [OT], Special

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

GUN TRUKK D MOB

The Mob consists of 3 Gun Trukk D.



150 Point Value



GUN TRUKK D 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
Gun Trukk D	25	6+	1/-1	Flakka Gunz [AA,TL2] Shootas [AP,A]	25/50 25	1 2	-2 0	[TR1], [OT]

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

WEIRDBOY TOWER MOB

The Mob consists of 1 Weirdboy Tower.



100 Point Value



WEIRDBOY TOWER MOB

Break Point +1: 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
Weirdboy Tower	25	3+	3/-2	Puny [PY]	25/50	2	-1	Special
				'Ard [PY]	35/70	4	-2	
				Waargh! [PY]	50/100	6	-4	
				Shootas [AP,A]	25	2	0	

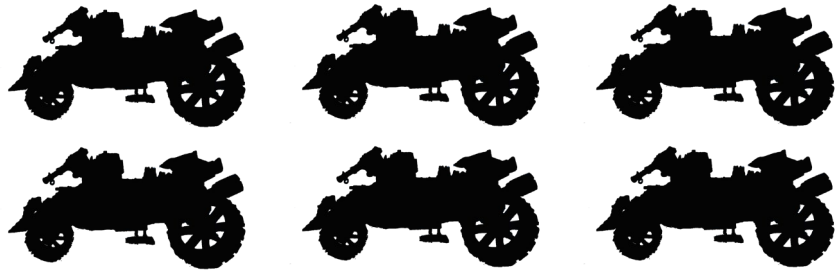
+1 Victory Points

Your opponent gains +1 VPs attached formation is broken

LIGHT BATTLEWAGON BIGMOB



The Mob consists of 6 Light Battlewagons.



200 Point Value



LIGHT BATTLEWAGON BIGMOB

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
Battlewagon , Light	25	4+	2/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 1	-2 0	[TR2], Special

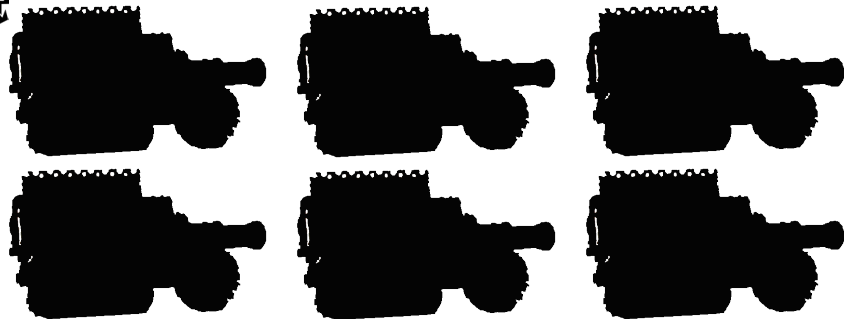
Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BRAINCRUSHA BIGMOB



The Mob consists of 6 Braincrushas.



500 Point Value



BRAINCRUSHA BIGMOB

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.

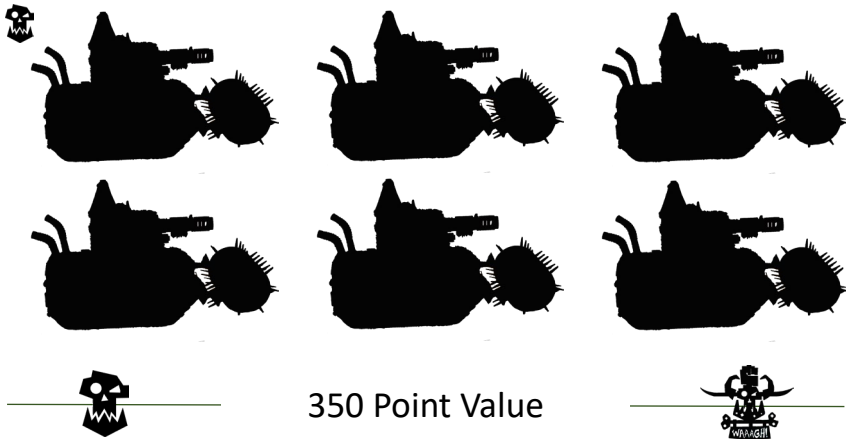
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Braincrusha	15	4+	2/-1	Deth Kannon [D,B3] Shootas [AP,A]	50/100 25	1 2	-5 0	

Victory Points 5 VP

Your opponent gains 3 VPs when this Mob is broken

BONEBREAKA BIGMOB

The Mob consists of 6 Bonebreakas.



BONEBREAKA BIGMOB

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.

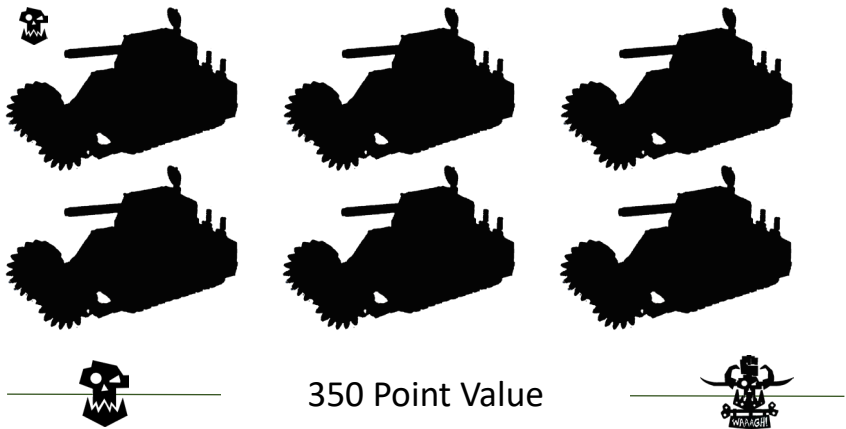
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Bonebreaka	20	3+	3/-2	Skullhamma Kannon [B3] Shootas [AP,A]	30/60 25	1 2	-3 0	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

BONECRUNCHA BIGMOB

The Mob consists of 6 Bonecrunchas.



BONECRUNCHA BIGMOB

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
Bonecruncha	20	3+	3/-2	Kannons [B] Shootas [AP,A]	20/35 25	2 4	-2 0	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

BOWEL BURNA BIGMOB

The Mob consists of 6 Bowel Burnas.



350 Point Value



BOWEL BURNA BIGMOB

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
Bowel Burna	30	4+	2/-1	Supa Scorcha [FW] Shootas [AP,A]	25 25	3 2	-1 0	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

GOBSMASHA BIGMOB

The Mob consists of 6 Gobsmashas.



300 Point Value



GOBSMASHA BIGMOB

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.

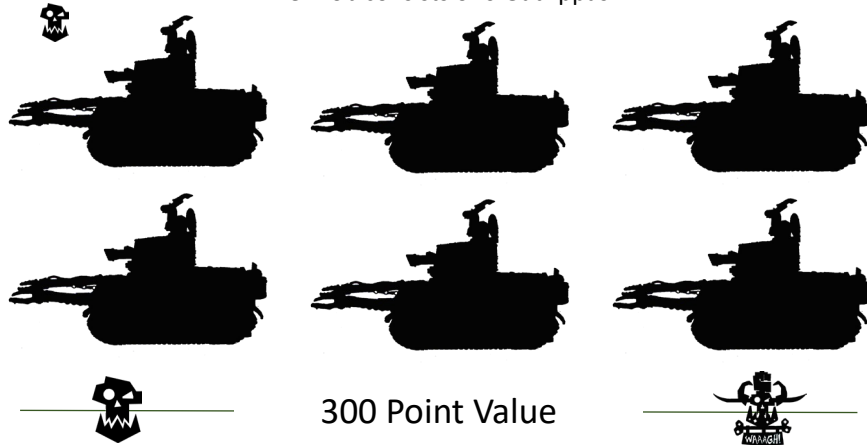
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gobsmasha	25	3+	2/-1	Killkannon [B2] Shootas [AP,A]	20/35 25	1 2	-2 0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

GUTRIPPA BIGMOB

The Mob consists of 6 Gutrippas.



300 Point Value

GUTRIPPA BIGMOB

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.

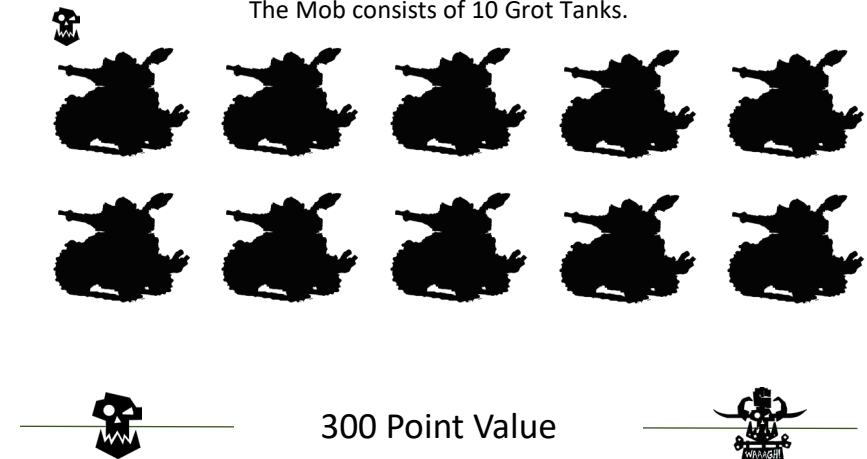
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gutrippa	20	3+	3/-2	Killkannon [B2]	20/35	1	-2	
				Shootas [AP,A]	25	2	0	
				Claws [B]	-	-	-	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

GROT TANK BIGMOB

The Mob consists of 10 Grot Tanks.



300 Point Value

GROT TANK BIGMOB

Break Point 4: The Mob is broken if it has lost 4 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
Grot Tank	10	6+	2/-1	Grot Gunz	25	1	-2	
				Shootas [AP,A]	25	2	0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

LUNGBURSTA BIGMOB



The Mob consists of 6 Lungburstas.



300 Point Value



LUNGBURSTA BIGMOB

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
Lungbursta	20	3+	2/-1	Supa Kannon [B] Big Shootas [AP,A]	30/60 25	1 2	-3 -1	

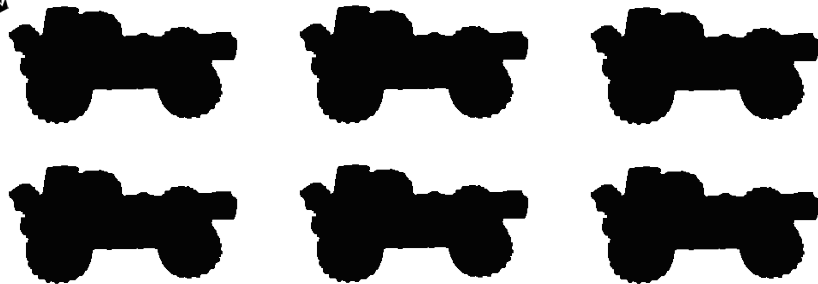
Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

SPLEENRIPPA BIGMOB



The Mob consists of 6 Spleenrippas.



300 Point Value



SPLEENRIPPA BIGMOB

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.

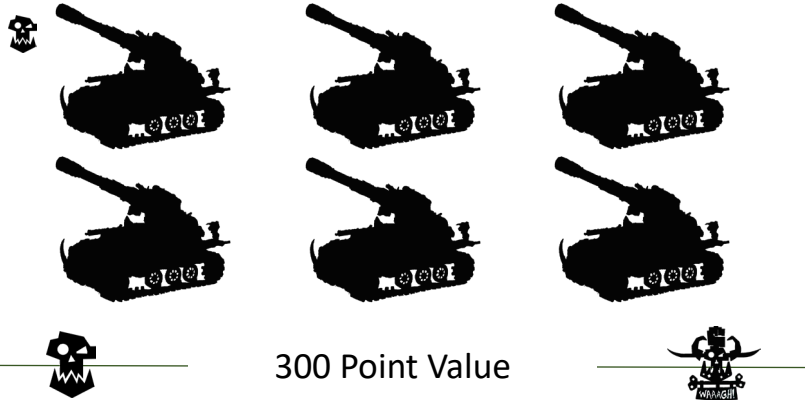
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Spleenrippa	30	4+	2/-1	Supa Kannon [B] Shootas [AP,A]	30/60 25	1 2	-3 0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

BIG GUN TRACK A BIGMOB

The Mob consists of 6 Big Gun Tracks A.



BIG GUN TRACK A BIGMOB

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.

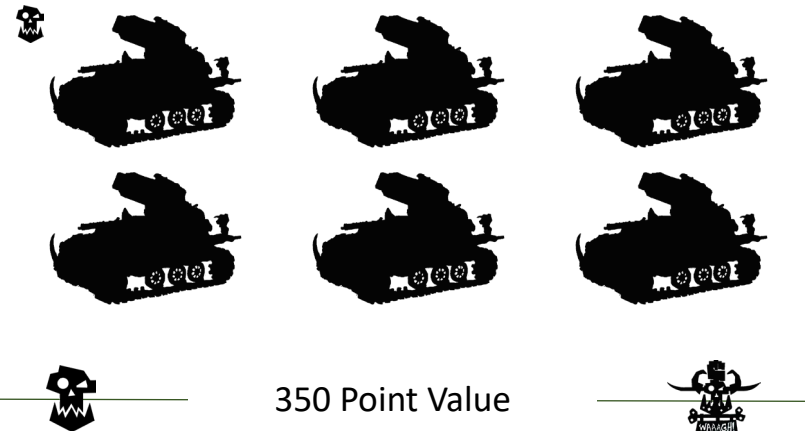
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track A	25	4+	2/-1	Killkannon [B2] Shootas [AP,A] Skorchas [FW,A]	20/35 25 10	1 2 2	-2 0 0	[TR1], [OT], [AG], Special

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

BIG GUN TRACK B BIGMOB

The Mob consists of 6 Big Gun Tracks B.



BIG GUN TRACK B BIGMOB

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.

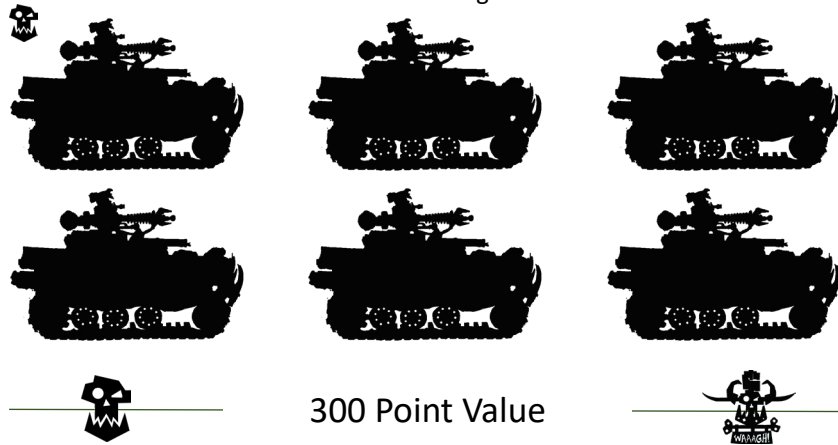
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track B	25	4+	2/-1	Lobba [B,AY] Shootas [AP,A] Skorchas [FW,A]	25/50 25 10	2 2 2	-1 0 0	[TR1], [OT], [AG]

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

BIG GUN TRACK C BIGMOB

The Mob consists of 6 Big Gun Tracks C.



300 Point Value

BIG GUN TRACK C BIGMOB

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.

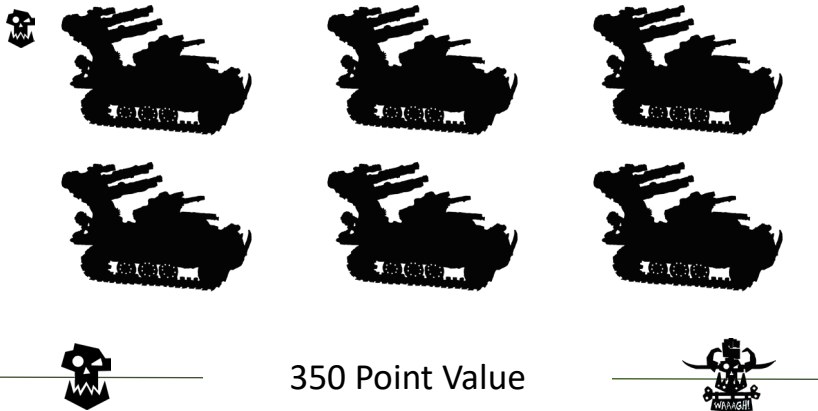
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track C	25	4+	2/-1	Big Zappa	25/50	1	-2	[TR1], [OT], [AG], Special
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

BIG GUN TRACK D BIGMOB

The Mob consists of 6 Big Gun Tracks D.



350 Point Value

BIG GUN TRACK D BIGMOB

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.

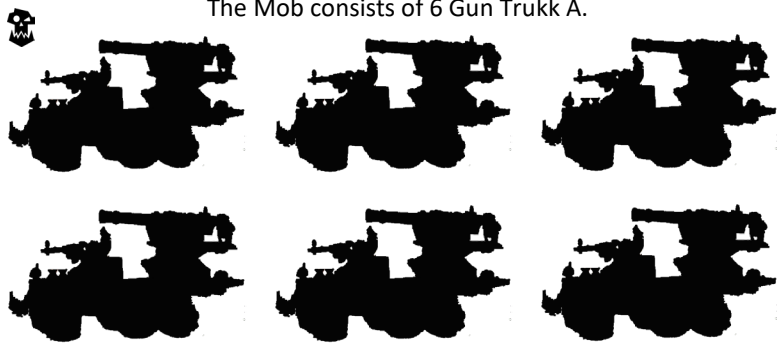
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gun Track D	25	4+	2/-1	Flakka Gunz [AA,TL2]	25/50	1	-2	[TR1], [OT], [AG]
				Shootas [AP,A]	25	2	0	
				Skorchas [FW,A]	10	2	0	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

GUN TRUKK A BIGMOB

The Mob consists of 6 Gun Trukk A.



200 Point Value



GUN TRUKK A BIGMOB

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.

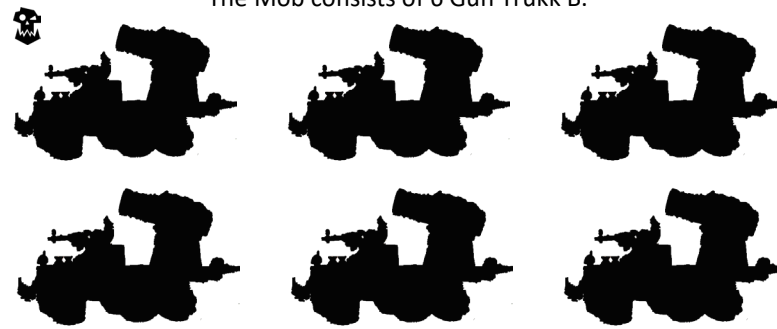
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk A	25	6+	1/-1	Kannon [B] Shootas [AP,A]	20/35 25	1 2	-2 0	[TR1], [OT]

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

GUN TRUKK B BIGMOB

The Mob consists of 6 Gun Trukk B.



250 Point Value



GUN TRUKK B BIGMOB

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.

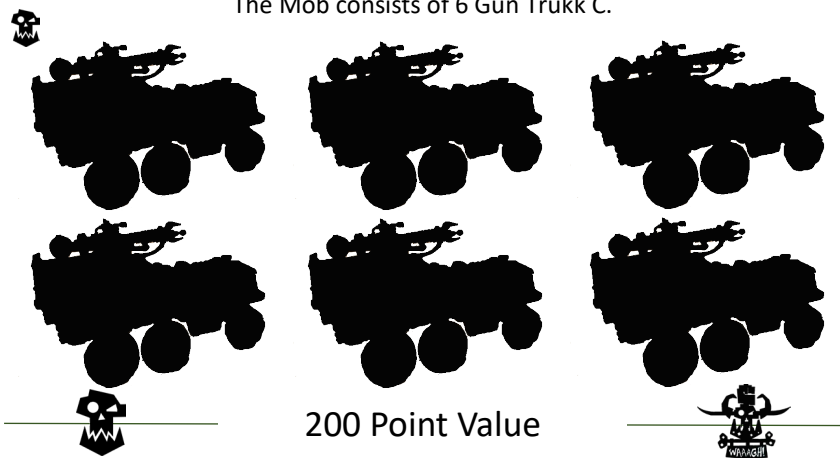
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk B	25	6+	1/-1	Lobba [B,M,AY] Shootas [AP,A]	25/50 25	2 2	-1 0	[TR1], [OT]

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

GUN TRUKK C BIGMOB

The Mob consists of 6 Gun Trukk C.



200 Point Value

GUN TRUKK C BIGMOB

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.

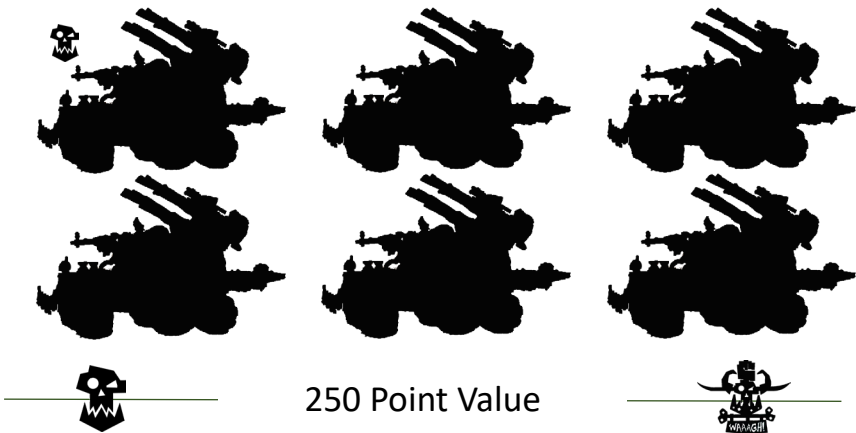
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gun Trukk C	25	6+	1/-1	Big Zzappa Shootas [AP,A]	25/50 25	1 2	-2 0	[TR1], [OT], Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

GUN TRUKK D BIGMOB

The Mob consists of 6 Gun Trukk D.



250 Point Value

GUN TRUKK D BIGMOB

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
Gun Trukk D	25	6+	1/-1	Flakka Gunz [AA,TL2] Shootas [AP,A]	25/50 25	1 2	-2 0	[TR1], [OT]

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

WEIRDBOY TOWER BIGMOB

The Mob consists of 3 Weirdboy Tower.



250 Point Value



WEIRDBOY TOWER BIGMOB

Break Point +1: 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
Weirdboy Tower	25	3+	3/-2	Puny [PY]	25/50	2	-1	Special
				'Ard [PY]	35/70	4	-2	
				Waargh! [PY]	50/100	6	-4	
				Shootas [AP,A]	25	2	0	

+3 Victory Points

Your opponent gains +3 VPs attached formation is broken

SUPPORT CARDS HEAVY VEHICLES

[3]

BATTLEWAGON MOB

The Mob consists of 3 Battlewagons.



200 Point Value



BATTLEWAGON 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
Battlewagon	20	3+	3/-2	Kannon [B] Shootas [AP,A]	20/35 25	1 4	-2 0	[DR2], [TR4], [OT]

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

'ARDCASE BATTLEWAGON MOB

The Mob consists of 3 'Ardcase Battlewagon.



250 Point Value



'ARDCASE BATTLEWAGON 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
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]

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

GROT MEGA TANK MOB

The Mob consists of 3 Grot Mega Tanks.



250 Point Value



GROT MEGA TANK 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
Grot Mega Tank	10	4+	3/-2	Kustom Megablaster [A,TL2]	25	2	-2	[DR2], [AG]
				Shootas [AP,A]	25	6	0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

SUPPORT CARDS SUPER HEAVY VEHICLES [4]

BATTLEFORTRESS

Consists of 1 Battlefortress.



150 Point Value



BATTLEFORTRESS

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
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	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BATTLEFORTRESS MOB

The Mob consists of 3 Battlefortresses.



400 Point Value



BATTLEFORTRESS 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
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	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

BOOMBUSTA BATTLEFORTRESS

Consists of 1 Boombusta Battlefortress.



150 Point Value



BOOMBUSTA BATTLEFORTRESS

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
Boombusta Battle Fortress	15	2+	4/-3	Supa Lobba [B3,AY] Shootas [AP,A]	25/50 4	6 4	-2 0	[DR3], [TR4]

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

BOOMBUSTA BATTLEFORTRESS MOB

The Mob consists of 3 Boombusta Battlefortresses.



400 Point Value



BOOMBUSTA BATTLEFORTRESS 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
Boombusta Battle Fortress	15	2+	4/-3	Supa Lobba [B3,AY] Shootas [AP,A]	25/50 4	6 4	-2 0	[DR3], [TR4]

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

FLAKKA DAKKA BATTLEFORTRESS

Consists of 1 Flakka Dakka Battlefortress



150 Point Value



FLAKKA DAKKA BATTLEFORTRESS

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
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	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

FLAKKA DAKKA BATTLEFORTRESS MOB

The Mob consists of 3 Flakka Dakka Battlefortresses.



400 Point Value



FLAKKA DAKKA BATTLEFORTRESS 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
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	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

GIBLETGRINDA BATTLEFORTRESS

Consists of 1 Gibletgrinda Battlefortress.



150 Point Value



GIBLETGRINDA BATTLEFORTRESS

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
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

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

GIBLETGRINDA BATTLEFORTRESS MOB

The Mob consists of 3 Gibletgrinda Battlefortresses.



400 Point Value



GIBLETGRINDA BATTLEFORTRESS 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
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

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

ROKKITSPITTA BATTLEFORTRESS

Consists of 1 Rokkitspitta Battlefortress.



150 Point Value



ROKKITSPITTA BATTLEFORTRESS

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
Rokkitspitta Battle Fortress	15	2+	4/-3	Supa Rokkits Rokkits Shootas [AP,A]	35/70 25 25	2 1-10 6	-2 -2 0	[DR3], [TR8], Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

ROKKITSPITTA BATTLEFORTRESS MOB

The Mob consists of 3 Rokkitspitta Battlefortresses.



400 Point Value



ROKKITSPITTA BATTLEFORTRESS 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.

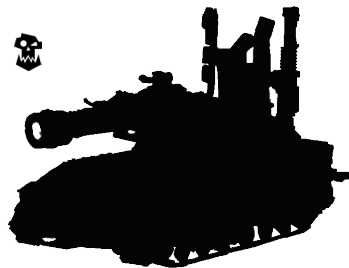
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rokkitspitta Battle Fortress	15	2+	4/-3	Supa Rokkits Rokkits Shootas [AP,A]	35/70 25 25	2 1-10 6	-2 -2 0	[DR3], [TR8], Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

SKULLHAMMA BATTLEFORTRESS

Consists of 1 Skullhamma Battlefortress.



150 Point Value



SKULLHAMMA BATTLEFORTRESS

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
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	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

SKULLHAMMA BATTLEFORTRESS MOB

The Mob consists of 1 Skullhamma Battlefortress Nobz and 2 Skullhamma Battlefortresses



400 Point Value



SKULLHAMMA BATTLEFORTRESS 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
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	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

KILL BLASTA

Consists of 1 Kill Blasta.



100 Point Value



KILL BLASTA

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
Kill Blasta	15	2+	4/-3	Giga Shoota Shootas [AP,A]	25/50 25	1-10 4	-1 0	[DR3], [AG], Special

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

KILL BLASTA MOB

The Mob consists of 3 Kill Blastas.



350 Point Value



KILL BLASTA 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.

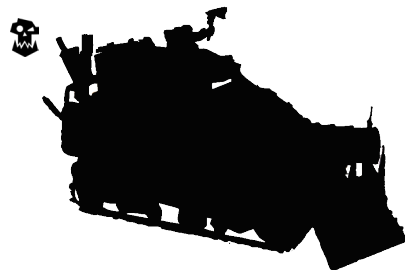
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kill Blasta	15	2+	4/-3	Giga Shoota Shootas [AP,A]	25/50 25	1-10 4	-1 0	[DR3], [AG], Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

KILL BURSTA A

Consists of 1 Kill Bursta A.



100 Point Value



KILL BURSTA A

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.

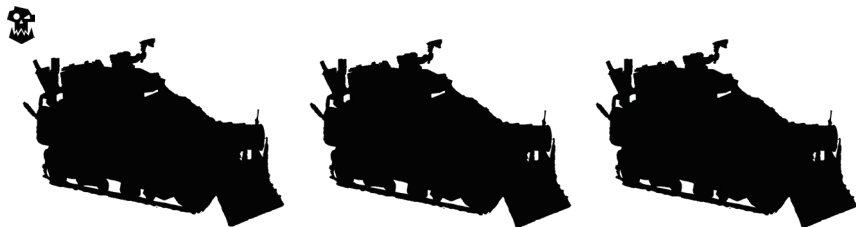
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kill Bursta A	10	2+	4/-3	Belly Gun [B] Shootas [AP,A]	35/70 25	1-10 4	-3 0	[DR3], [AG], Special

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

KILL BURSTA A MOB

The Mob consists of 3 Kill Bursta Type A.



350 Point Value



KILL BURSTA A 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.

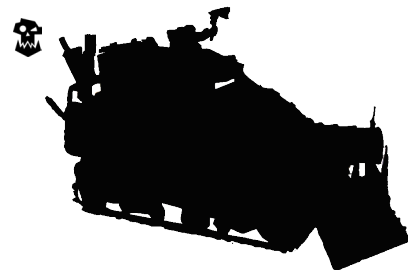
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kill Bursta A	10	2+	4/-3	Belly Gun [B] Shootas [AP,A]	35/70 25	1-10 4	-3 0	[DR3], [AG], Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

KILL BURSTA B

Consists of 1 Kill Bursta B.



100 Point Value



KILL BURSTA B

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.

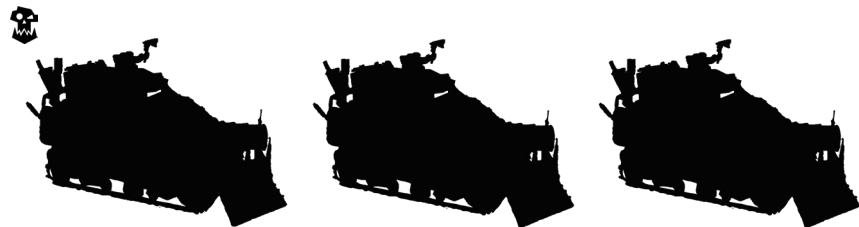
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kill Bursta B	10	2+	4/-3	Bursta Kannon [B3] Shootas [AP,A]	20/35 25	1 6	-5 0	[DR3], [AG]

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

KILL BURSTA B MOB

The Mob consists of 3 Kill Bursta Type B.



350 Point Value



KILL BURSTA B 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
Kill Bursta B	10	2+	4/-3	Bursta Kannon [B3] Shootas [AP,A]	20/35 25	1 6	-5 0	[DR3], [AG]

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

KILL KRUSHA

Consists of 1 Kill Krusha.



100 Point Value



KILL KRUSHA

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
Kill Krusha	20	2+	4/-3	Krusha Kannon	30/60	1	-4	[DR3], [AG], Special
				Tankhamma Shell		2	-2	
				Boom Shell [B2]		1	-1	
				Blasta Burna Shell [Fire]	10	2	0	
				Scorcha [FW]		6	0	
				Shootas [AP,A]	25			

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

KILL KRUSHA MOB

The Mob consists of 3 Kill Krushas.



350 Point Value



KILL KRUSHA 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
Kill Krusha	20	2+	4/-3	Krusha Kannon	30/60	1	-4	[DR3], [AG], Special
				Tankhamma Shell		2	-2	
				Boom Shell [B2]		1	-1	
				Blasta Burna Shell [Fire]	10	2	0	
				Scorcha [FW]		6	0	
				Shootas [AP,A]	25			

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

SUPPORT CARDS LIGHT WEAPONS PLATFORMS

[1]

GUNZ A MOB

The Mob consists of 5 Gunz A.



150 Point Value



GUNZ A 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
Gunz A	5	5+	1/0	Lobba [B]	25/50	2	-1	Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

GUNZ B MOB

The Mob consists of 5 Gunz B.



100 Point Value



GUNZ B 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
Gunz B	5	5+	1/0	Kannon [B]	20/35	1	-2	Special

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

GUNZ C MOB

The Mob consists of 5 Gunz C.



100 Point Value



GUNZ C 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
Gunz C	5	5+	1/0	Zzap Gun	20/35	1	-2	Special

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

MEK GUNZ A MOB

The Mob consists of 5 Mek Gunz A.



150 Point Value



MEK GUNZ A 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.

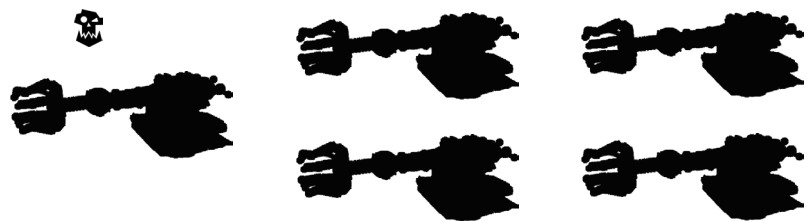
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mek Gunz A	5	5+	1/0	Traktor Kannon [AA,TL2]	20/35	1	-2	Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEK GUNZ B MOB

The Mob consists of 5 Mek Gunz B.



150 Point Value



MEK GUNZ B 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
Mek Gunz B	5	5+	1/0	Lifta-Kannon 2[B]	25/50	1	-2	Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEK GUNZ C MOB

The Mob consists of 5 Mek Gunz C.



200 Point Value



MEK GUNZ C 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
Mek Gunz C	5	5+	1/0	Bubblechukka [B,TL2]	20/35	2	-1	Special

Victory Points 2 VP

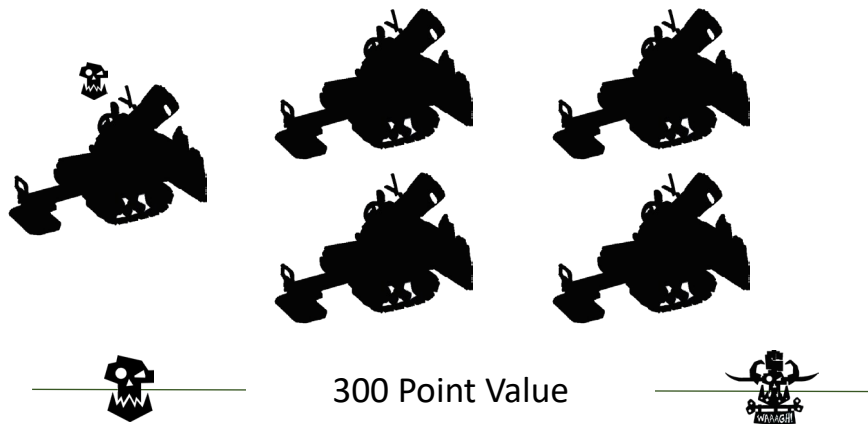
Your opponent gains 1 VPs when this Mob is broken

SUPPORT CARDS ARTILLERY

[3]

BIG GUNZ A MOB

The Mob consists of 5 Big Gunz A.



BIG GUNZ A 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.

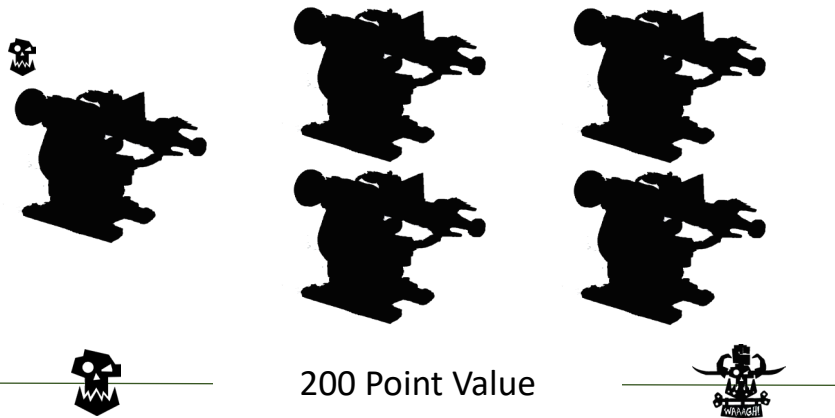
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Big Gunz A	5	5+	1/0	Heavy Lobba [AY,B4]	50/100	2	-3	Special

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

BIG GUNZ B MOB

The Mob consists of 5 Big Gunz B.



BIG GUNZ B 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
Big Gunz B	5	5+	1/0	Mega Zzappa [B]	35/70	1	-4	Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

PULSA ROKKITS MOB

The Mob consists of 3 Pulsa Rokkits



150 Point Value



PULSA ROKKITS 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
Pulsa Rokkit	10	5+	1/0	Pulsa Rokkit [AY,W,B]	60/120	1-10	-4	Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

SQUIG KATAPULT MOB

The Mob consists of 5 Squig Katapults



250 Point Value



SQUIG KATAPULT 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
Squig Katapult	15	3+	2/-1	Squig Lobba [AY,IC] Shootas [AP,A]	25/50 25	2 2	-1 0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

SUPPORT CARDS GARGANTS

[5]

GREAT GARGANT

Consists of 1 Great Gargant.



1100 Point Value



GREAT GARGANT

Break Point -: Per Gargant

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

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

Victory Points 11 VP

Your opponent gains 11VP when the Gargant is destroyed

SLASHER GARGANT

Consists of 1 Slasher Gargant



750 Point Value



SLASHER GARGANT

Break Point -: Per Gargant

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

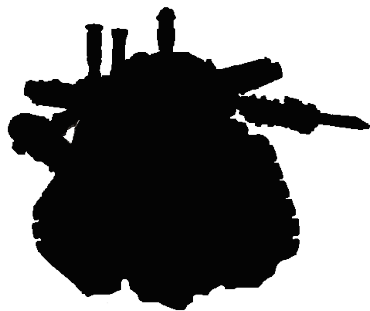
Type	Move	AV	CAF	Weapons Slots	AP	Power Fields	Notes
Slasha Gargant	10	1+	11/-3	Per Arm CV 6 Head CV 1 Hull CV 2	4x Shootas	4	[DR9], [RA]

Victory Points 8

Your opponent gains 8VP when the Gargant is destroyed

STEAM GARGANT

Consists of 1 Steam Gargant



700 Point Value



STEAM GARGANT

Break Point -: Per Gargant

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

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

Victory Points 7 VP

Your opponent gains 7VP when the Gargant is destroyed

STOMPA GARGANT

Consists of 1 Stompa Gargant



450 Point Value



STOMPA GARGANT

Break Point -: Per Gargant

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

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

Victory Points 5

Your opponent gains 5VP when the Gargant is destroyed

STOMPA GARGANT MOB

The Mob consists of 3 Stompa Gargants





1350 Point Value



STOMPA GARGANT

Break Point -: Per Gargant

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

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

Victory Points 14

Your opponent gains 5VP per Gargant destroyed

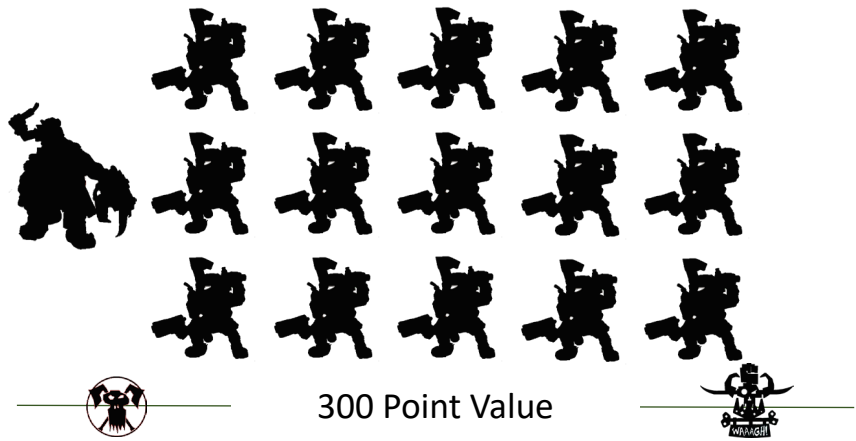
CLAN SPECIFIC SUPPORT CARDS

CAN BE USED WITH SPECIFIC CLAN

BLOOD AXES SUPPORT CARDS

KOMMANDOS MOB

The Mob consists of 1 Kaptain stand and 15 Kommandos stands



300 Point Value

KOMMANDOS MOB

Break Point 6: The Mob is broken if it has lost 6 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.

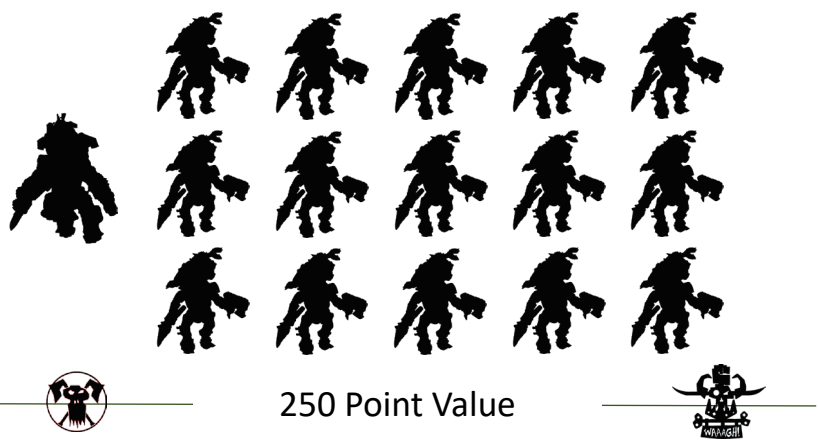
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kaptain	10	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R], [IF], [SH], [AG], Special
Kommandos	10	10+	2/0	Shoota [A]	20	1	0	[IF], [SH], [AG]

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

STORMBOYZ MOB

The Mob consists of 1 Nobz stand and 15 Stormboyz stands



250 Point Value

STORMBOYZ MOB

Break Point 6: The Mob is broken if it has lost 6 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
Nobz	10[J]	6+	2/-1	Twinshoota [A]	20	3	0	[HQ1], [R], Special
Stormboyz	10[J]	10+	2/-1	Melee Weapons	-	-	-	Special

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

DA RUSS BOOMA MOB

The Mob consists of 3 Da Russ Booma tanks.



200 Point Value



DA RUSS BOOMA 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
Da Russ Bomma	20	2+	2/-1	Battlecannon [B]	35/70	1	-2	
				Zzap Gun	25/50	1	-2	
				Shootas [AP,A]	25	4	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

HUMIE BIG TRACK MOB

The Mob consists of 3 Humie Big Tracks.



150 Point Value



HUMIE BIG TRACK 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.

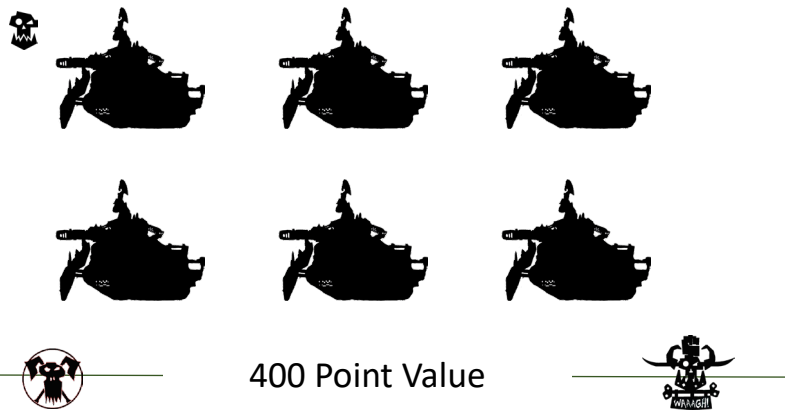
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Humie Big Track	25	4+	2/-1	Zzap Gun	20/35	1	-2	[TR2], [OT],
				Shootas [AP,A]	25	4	0	[AG], Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

DA RUSS BOOMA MOB

The Mob consists of 6 Da Russ Booma tanks.



DA RUSS BOOMA 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.

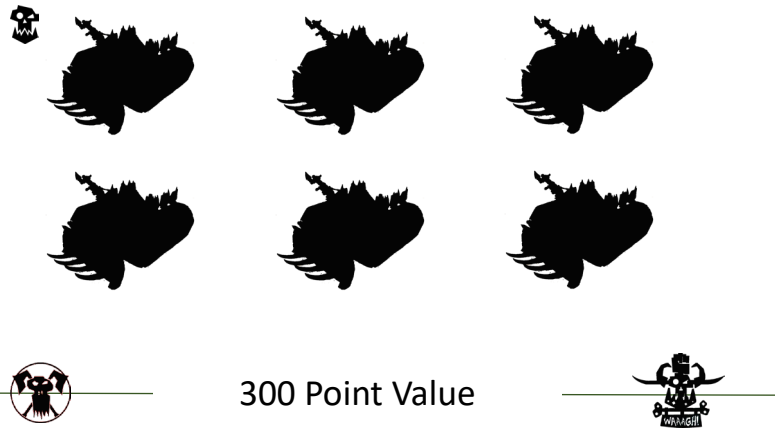
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Da Russ Bomma	20	2+	2/-1	Battlecannon [B] Zzap Gun Shootas [AP,A]	35/70 25/50 25	1 1 4	-2 -2 0	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

HUMIE BIG TRACK MOB

The Mob consists of 6 Humie Big Tracks.



HUMIE BIG TRACK 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
Humie Big Track	25	4+	2/-1	Zzap Gun Shootas [AP,A]	20/35 25	1 4	-2 0	[TR2], [OT], [AG], Special

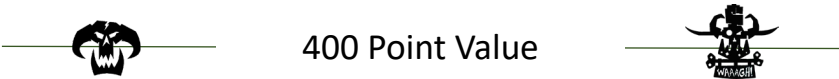
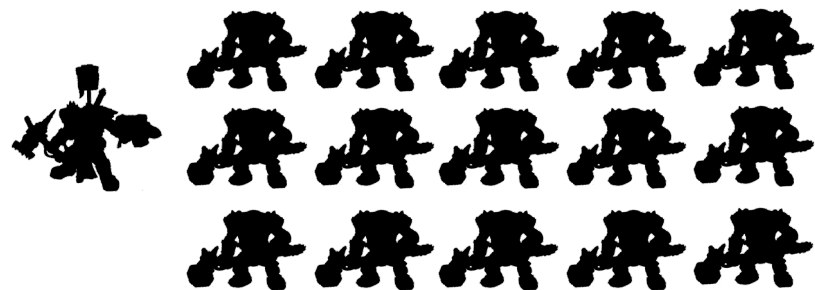
Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

DEATHSKULLS SUPPORT CARDS

BREAKA BOYZ MOB

The Mob consists of 1 Nobz stand and 15 Breaka Boyz stands.



400 Point Value

BREAKA BOYZ MOB

Break Point 6: The Mob is broken if it has lost 6 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
Nobz	10	6+	2/-1	Rokkit Pistol [A] Hammer [B]	15 -	2 -	-2 -	[HQ1], [R], Special
Breaka Boyz	10	7+	2/-2	Rokkit Pistol [A] Hammer [B]	15 -	2 -	-2 -	Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

**EVIL SUNZ AND
RENEGADE MEKBOYS
SUPPORT CARDS**

KULT OF SPEED BOYZ MOB

The Mob consists of 1 Nobz Warbike and 5 Bikerboyz



150 Point Value



KULT OF SPEED BIKERBOYZ 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
Nobz, Warbikes	30	5+	3/-2	Shootas [AP, A]	25	2	0	[HQ1]
Bikerboyz	30	7+	2/-1	Shootas [AP,A]	25	1	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

KULT OF SPEED BIKERBOYZ BIGMOB

The Mob consists of 1 Nobz Warbike and 10 Bikerboyz



300 Point Value



KULT OF SPEED BIKERBOYZ BIGMOB

Break Point 4: The Mob is broken if it has lost 4 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
Nobz, Warbikes	30	5+	3/-2	Shootas [AP, A]	25	2	0	[HQ1]
Bikerboyz	30	7+	2/-1	Shootas [AP,A]	25	1	0	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

MEKBOY DRAGSTA MOB

The Mob consists of 3 Mekboy Dragstas.



200 Point Value



MEKBOY DRAGSTA 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
Mekboy Dragsta	30	4+	2/-1	Rokkits [A] Shootas [AP,A]	25 25	1 2	-2 0	[TR1], Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEKBOY MAGNA KANNON DRAGSTA MOB

The Mob consists of 3 Mekboy Magna Kannon Dragstas.



200 Point Value



MEKBOY MAGNA KANNON DRAGSTA 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
Mekboy Magna Kannon Dragsta	25	4+	2/-1	Magna Kannon [AA] Shootas [AP,A]	50/100 25	1 3	-1 0	[TR1], Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEKBOY BOOSTABLASTER
SPEEDSTA MOB

The Mob consists of 3 Mekboy Boostablasters Speedstas.



200 Point Value



MEKBOY BOOSTABLASTER
SPEEDSTA 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
Mekboy Boostablasta Speedsta	30	4+	2/-1	Rivet Gun [A]	20/35	2	-2	[TR1], Special
				Shootas [AP,A]	25	3	0	
				Skorchas [FW]	10	3	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEKBOY BUBBLE CHUKKA
SPEEDSTA MOB

The Mob consists of 3 Mekboy Bubble Chukka Speedstas.



200 Point Value



MEKBOY BUBBLE CHUKKA
SPEEDSTA 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
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	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEKBOY KANNON SPEEDSTA MOB

The Mob consists of 3 Mekboy Kannon Speedstas.



250 Point Value



MEKBOY KANNON SPEEDSTA 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
Mekboy Kannon Speedsta	25	4+	2/-1	Giga Shoota Shootas [AP,A]	25/50 25	1-10 1	-1 0	[TR1], Special

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

MEKBOY ROKKITS SPEEDSTA MOB

The Mob consists of 3 Mekboy Rokkits Speedstas



200 Point Value



MEKBOY ROKKITS SPEEDSTA 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.

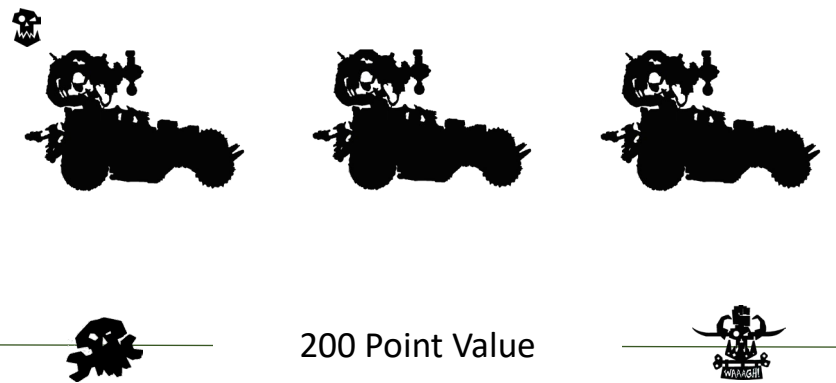
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Rokkit Speedsta	25	4+	2/-1	Grot Bombs [AY,B2] Rokkits [A] Shootas [AP,A]	35/70 25 25	1 1 2	-2 -2 0	[TR1], Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEKBOY SHOKK SPEEDSTA MOB

The Mob consists of 3 Mekboy Shokk Speedstas.



MEKBOY SHOKK SPEEDSTA 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.

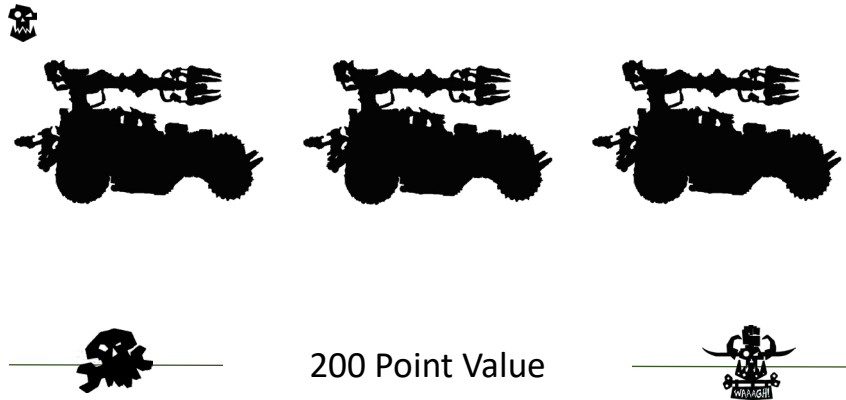
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Shokk Speedsta	25	4+	2/-1	Shokk Attack Gun [B2]	30/60	2	-2	[TR1], Special
				Rokkits [A]	25	1	-2	
				Shootas [AP,A]	25	2	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEKBOY LIFTA DROPPA SPEEDSTA MOB

The Mob consists of 3 Mekboy Lifta Droppa Speedstas.



MEKBOY LIFTA DROPPA SPEEDSTA 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.

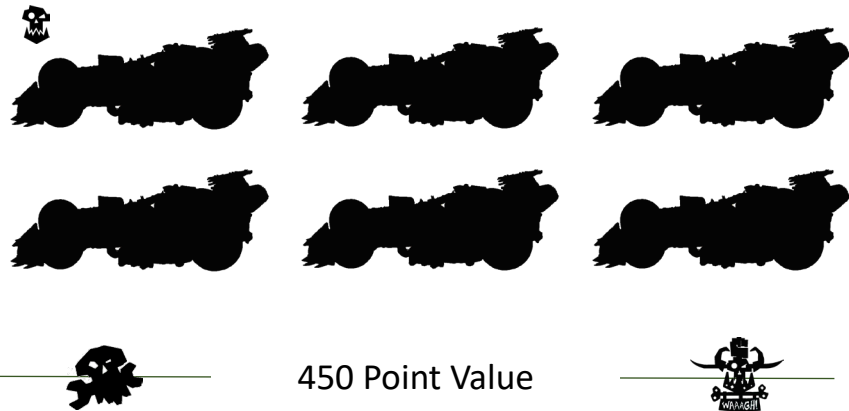
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Lifta-Droppa Wagon	20	2+	2/-2	Lifta-Droppa [B3]	35/70	1	-3	[TR1], Special
				Shootas [AP,A]	25	1	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEKBOY DRAGSTA BIGMOB

The Mob consists of 6 Mekboy Dragstas.



450 Point Value

MEKBOY DRAGSTA BIGMOB

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.

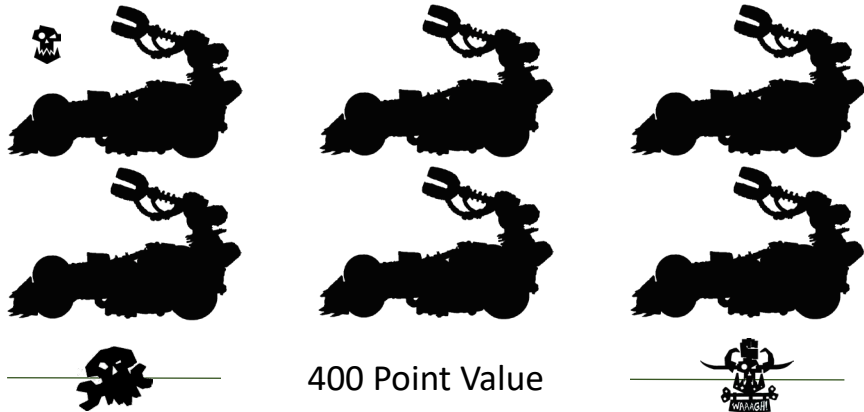
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Dragsta	30	4+	2/-1	Rokkits [A] Shootas [AP,A]	25 25	1 2	-2 0	[TR1], Special

Victory Points 5 VP

Your opponent gains 3 VPs when this Mob is broken

MEKBOY MAGNA KANNON DRAGSTA BIGMOB

The Mob consists of 6 Mekboy Magna Kannon Dragstas.



400 Point Value

MEKBOY MAGNA KANNON DRAGSTA BIGMOB

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.

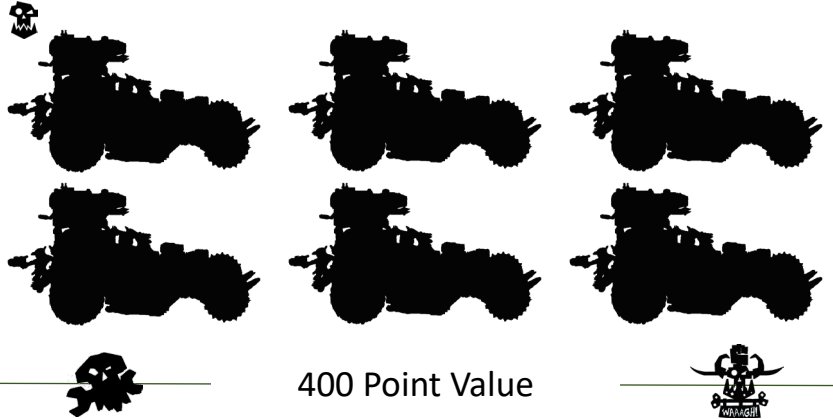
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Magna Kannon Dragsta	25	4+	2/-1	Magna Kannon [AA] Shootas [AP,A]	50/100 25	1 3	-1 0	[TR1], Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

MEKBOY BOOSTABLASTER
SPEEDSTA BIGMOB

The Mob consists of 6 Mekboy Boostablasters Speedstas.



400 Point Value

MEKBOY BOOSTABLASTER
SPEEDSTA BIGMOB

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.

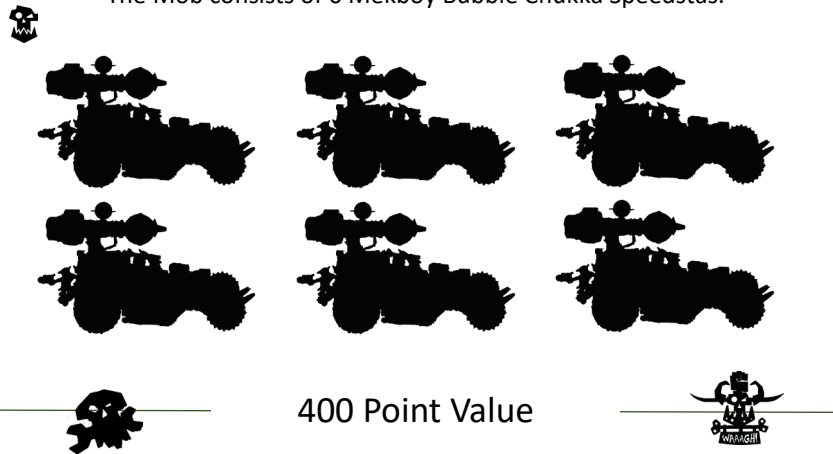
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Boostablasters Speedsta	30	4+	2/-1	Rivet Gun [A] Shootas [AP,A] Skorchas [FW]	20/35 25 10	2 3 3	-2 0 0	[TR1], Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

MEKBOY BUBBLE CHUKKA
SPEEDSTA BIGMOB

The Mob consists of 6 Mekboy Bubble Chukka Speedstas.



400 Point Value

MEKBOY BUBBLE CHUKKA
SPEEDSTA BIGMOB

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.

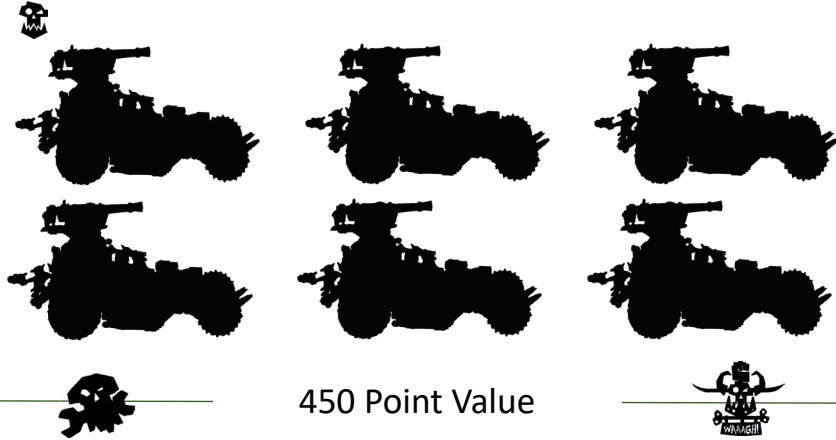
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Bubble Chukka Speedsta	25	4+	2/-1	Bubble Chukka [B,TL2] Rokkits [A] Shootas [AP,A]	20/35 25 25	2 1 2	-1 -2 0	[TR1], Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

MEKBOY KANNON SPEEDSTA BIGMOB

The Mob consists of 6 Mekboy Kannon Speedstas.



450 Point Value

MEKBOY KANNON SPEEDSTA BIGMOB

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.

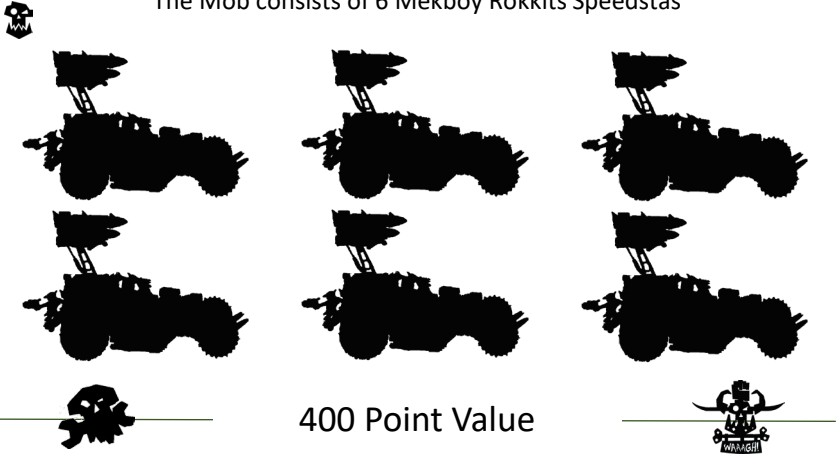
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Kannon Speedsta	25	4+	2/-1	Giga Shoota Shootas [AP,A]	25/50 25	1-10 1	-1 0	[TR1], Special

Victory Points 5 VP

Your opponent gains 3 VPs when this Mob is broken

MEKBOY ROKKITS SPEEDSTA BIGMOB

The Mob consists of 6 Mekboy Rokkits Speedstas



400 Point Value

MEKBOY ROKKITS SPEEDSTA BIGMOB

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.

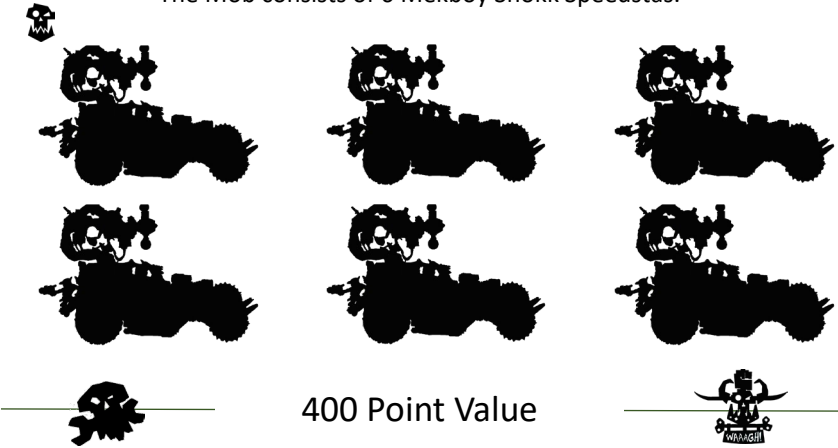
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Rokkit Speedsta	25	4+	2/-1	Grot Bombs [AY,B2] Rokkits [A] Shootas [AP,A]	35/70 25 25	1 1 2	-2 -2 0	[TR1], Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

MEKBOY SHOKK SPEEDSTA BIGMOB

The Mob consists of 6 Mekboy Shokk Speedstas.



MEKBOY SHOKK SPEEDSTA BIGMOB

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.

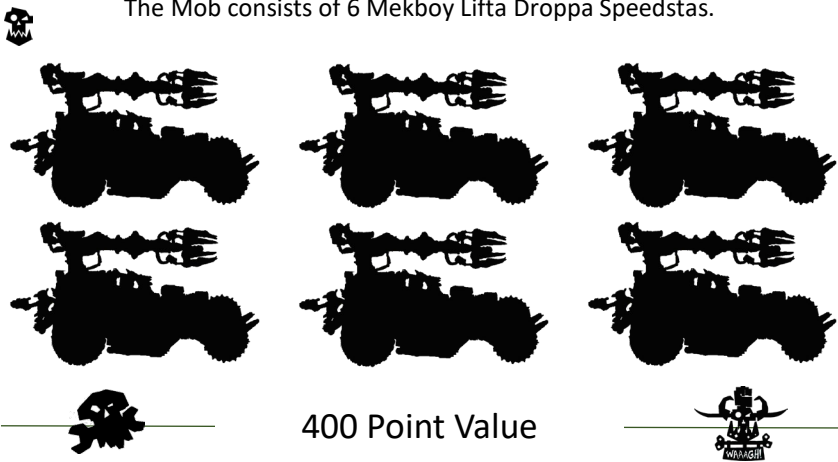
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mekboy Shokk Speedsta	25	4+	2/-1	Shokk Attack Gun [B2] Rokkits [A] Shootas [AP,A]	30/60 25 25	2 1 2	-2 -2 0	[TR1], Special

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

MEKBOY LIFTA DROPPA SPEEDSTA BIGMOB

The Mob consists of 6 Mekboy Lifta Droppa Speedstas.



MEKBOY LIFTA DROPPA SPEEDSTA BIGMOB

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
Mekboy Lifta-Droppa Wagon	20	2+	2/-2	Lifta-Droppa [B3] Shootas [AP,A]	35/70 25	1 1	-3 0	[TR1], Special

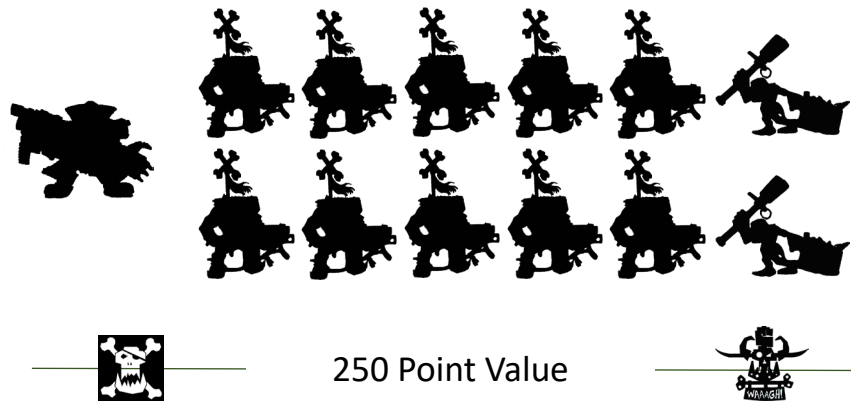
Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

FREEBOOTERZ SUPPORT CARDS

FREEBOOTERZ MOB

The Mob consists of 1 Freebooterz Nobz stand and 10 Freebooterz stands and 2 Ammo Runtz stands.



FREEBOOTERZ MOB

Break Point 4: The Mob is broken if it has lost 4 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
Freebooterz Nobz	10	6+	2/-1	Snazzgunz [A]	25	3	-1	[HQ1], [R]
Freebooterz	10	9+	1/0	Snazzgun [A]	25	3	-1	
Ammo Runts	10	-	1/0	Grot Blasta [A]	20	1	0	Special

Victory Points 3 VP

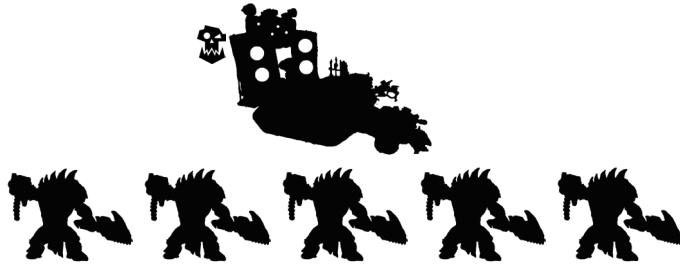
Your opponent gains 2 VPs when this Mob is broken

GOFFS

SUPPORT CARDS

GOFF ROKKER BOYZ BATTLEFORTRESS

Consists of 1 Goff Rokker Boyz Battlefortress and 5 Skarboyz Bouncers stand.



150 Point Value



GOFF ROKKER BOYZ BATTLEFORTRESS

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.

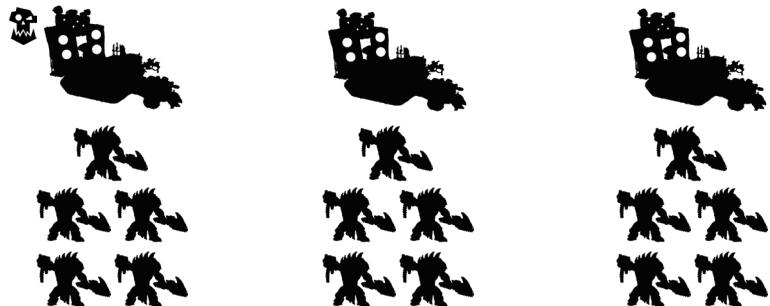
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Goff Rokker Battle Fortress	15	2+	5/-3	Kannon [B] 'Uge Speaka [IC] Shootas [AP,A]	20/35 25 25	4 1-10 6	-2 -1 0	[DR4], [TR5], Special
Skar Boyz	10	7+	2/-1	Shootas [A]	20	2	0	Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

GOFF ROKKER BOYZ BATTLEFORTRESS MOB

The Mob consists of 3 Goff Rokker Boyz Battlefortresses Mobs with 1 Goff Rokker Boyz Battlefortress and 5 Skarboyz Bouncer stands.



500 Point Value



GOFF ROKKER BOYZ BATTLEFORTRESS MOB

Break Point 7: The Mob is broken if it has lost 7 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
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
Skar Boyz	10	7+	2/-1	Shootas [A]	20	2	0	Special

Victory Points 5 VP

Your opponent gains 3 VPs when this Mob is broken

SNAKEBITES SUPPORT CARDS

BOAR/SQUIG RIDER BOYZ MOB

The Mob consists of 1 Snakebite Nobz on Squigsaur stand and 5 Boar/Squig Rider Boyz stands.



100 Point Value



BOAR/SQUIG RIDER BOYZ 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
Snakebite Nobz on Squigsaur	20	6+	3/-1	Twinshoota [A]	20	3	0	[HQ1], [R], Special
Boar/Squig Rider Boyz	20	8+	2/-2	Choppas	-	-	-	

Victory Points 1 VP

Your opponent gains 1 VPs when this Mob is broken

MEGA SQUIGGOTH

Consists of 1 Mega Squiggoth.



150 Point Value



MEGA SQUIGGOTH

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 Squiggoth	15	2+	6/-4	Supa Lobba [B3,AY] Shootas [AP,A]	25/50 25	4 6	-2 0	[DR4], [TR8], Special

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

MEGA SQUIGGOTH MOB

The Mob consists of 3 Mega Squiggoths



450 Point Value



MEGA SQUIGGOTH 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.

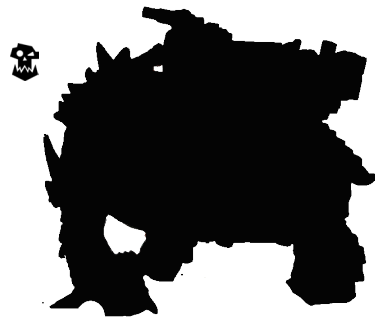
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mega Squiggoth	15	2+	6/-4	Supa Lobba [B3,AY] Shootas [AP,A]	25/50 25	4 6	-2 0	[DR4], [TR8], Special

Victory Points 5 VP

Your opponent gains 3 VPs when this Mob is broken

ORKEOSAURUS

Consists of 1 Orkeosaurus.



200 Point Value



ORKEOSAURUS

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
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	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

ORKEOSAURUS MOB

The Mob consists of 3 Orkeosaurus.



600 Point Value



ORKEOSAURUS 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
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	

Victory Points 6 VP

Your opponent gains 3 VPs when this Mob is broken

KILL RIG MOB

The Mob consists of 3 Killer Rigs.



200 Point Value



KILL RIG 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.

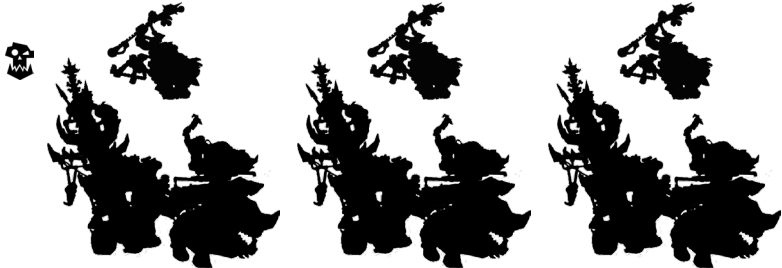
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Kill Rig	20	4+	3/-2	'Eavy Lobba [AY,B]	25/50	2	-1	[TR3], Special
				Stikka Kannon	15	1	-2	
				Wurrtower [PY,A]	25	2	-2	
				Shootas [AP,A]	25	1	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

HUNTER RIG MOB

The Mob consists of 3 Hunter Rigs and 3 Wierdboyz.



350 Point Value



HUNTER RIG 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.

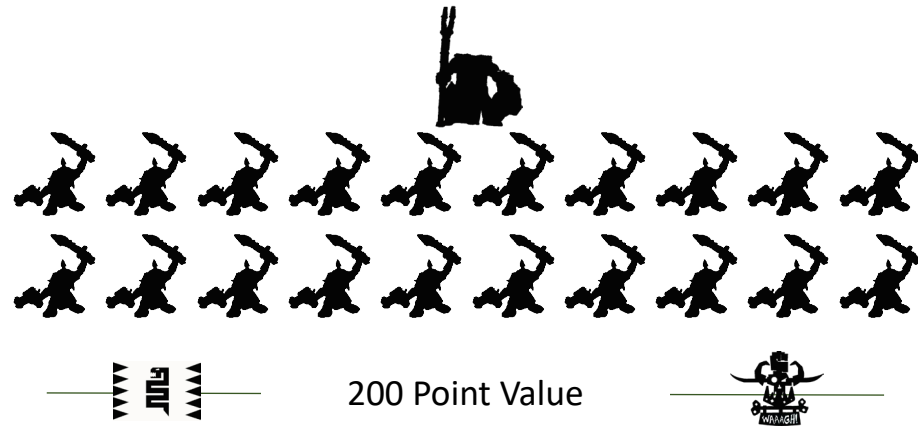
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Hunting Rig	20	4+	3/-2	'Eavy Lobba [AY,B]	25/50	2	-1	[TR3], Special
				Stikka Kannon	15	1	-2	
				Shootas [AP,A]	25	2	0	

Victory Points 4 VP

Your opponent gains 2 VPs when this Mob is broken

SNAKEBITE GRETCHEN MOB

The Mob consists of 1 Runherderz stand and 20 Gretchen stands



SNAKEBITE GRETCHEN MOB

Break Point 8: The Mob is broken if it has lost 6 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.

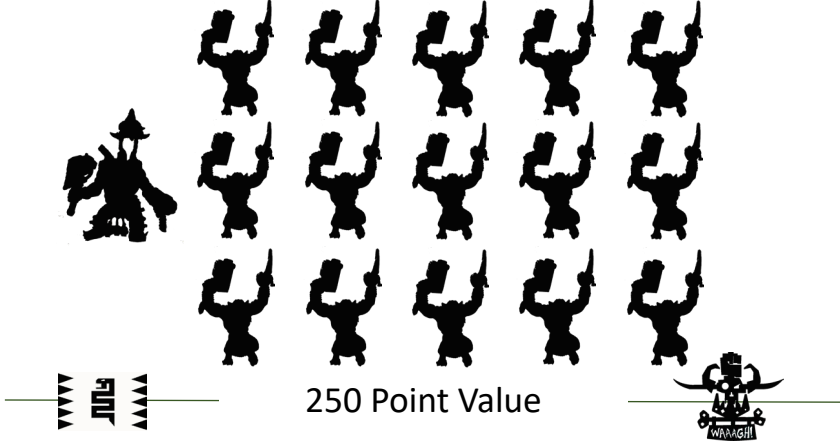
Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Runtherd	10	10+	2/0	Shoota [A]	20	2	0	[HQ1], Special
Gretchen	10	-	1/0	Grot Blasta [A]	20	1	0	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

SNAKEBITES MOB

The Mob consists of 1 Snakebite Nobz stand and 15 Snakebites stands



SNAKEBITES MOB

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

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

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Snakebite Nobz	10	6+	3/-1	Twinshoota [A]	20	3	0	[HQ1], [R], Special
Snakebite Boyz	10	[10]+	2/0	Shootas [A]	20	1	0	Special

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

SQUIGBUGGY MOB

The Mob consists of 5 Squigbuggies.



150 Point Value



SQUIGBUGGY 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
SquigBuggy	30	5+	1/-1	Squiglauncher [A,IC]	20/35	1	-1	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

SQUIGGOTH A MOB

The Mob consists of 3 Squiggoths A.



250 Point Value



SQUIGGOTH A 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
Squiggoth A	15	3+	3/-3	Kannon [B] Shootas [AP,A]	20/35 25	1 2	-2 0	[DR2], [TR4], Special

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

SQUIGGOTH B MOB

The Mob consists of 3 Squiggoths B.



250 Point Value



SQUIGGOTH B 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
Squiggoth B	15	3+	3/-3	Lobba [B,AY] Shootas [AP,A]	25/50 25	2 2	-1 0	[DR2], [TR4], Special

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

SQUIGGOTH C MOB

The Mob consists of 3 Squiggoths C.



250 Point Value



SQUIGGOTH C 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
Squiggoth C	15	3+	3/-3	Zzapp Gun Shootas [AP,A]	25/50 25	1 2	-2 0	[DR2], [TR4], Special

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

BOAR/SQUIG RIDER BOYZ BIGMOB

The Mob consists of 1 Snakebite Nobz on Squigsaur stand and 10 Boar/Squig Rider Boyz stands.



200 Point Value



BOAR/SQUIG RIDER BOYZ BIGMOB

Break Point 4: The Mob is broken if it has lost 4 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
Snakebite Nobz on Squigsaur	20	6+	3/-1	Twinshoota [A]	20	3	0	[HQ1], [R], Special
Boar/Squig Rider Boyz	20	8+	2/-2	Choppas	-	-	-	

Victory Points 2 VP

Your opponent gains 1 VPs when this Mob is broken

SQUIGBUGGY BIGMOB

The Mob consists of 10 Squigbuggies.



300 Point Value



SQUIGBUGGY BIGMOB

Break Point 4: The Mob is broken if it has lost 4 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
SquigBuggy	30	5+	1/-1	Squiglauncher [A,IC]	20/35	1	-1	

Victory Points 3 VP

Your opponent gains 2 VPs when this Mob is broken

SQUIGGOTH A BIGMOB

The Mob consists of 6 Squiggoths A.



450 Point Value



SQUIGGOTH A BIGMOB

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
Squiggoth A	15	3+	3/-3	Kannon [B] Shootas [AP,A]	20/35 25	1 2	-2 0	[DR2], [TR4], Special

Victory Points 5 VP

Your opponent gains 3 VPs when this Mob is broken

SQUIGGOTH B BIGMOB

The Mob consists of 6 Squiggoths B.



500 Point Value



SQUIGGOTH B BIGMOB

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
Squiggoth B	15	3+	3/-3	Lobba [B,AY] Shootas [AP,A]	25/50 25	2 2	-1 0	[DR2], [TR4], Special

Victory Points 5 VP

Your opponent gains 3 VPs when this Mob is broken

SQUIGGOTH C BIGMOB

The Mob consists of 6 Squiggoths C.



450 Point Value



SQUIGGOTH C BIGMOB

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
Squiggoth C	15	3+	3/-3	Zzapp Gun Shootas [AP,A]	25/50 25	1 2	-2 0	[DR2], [TR4], Special

Victory Points 5 VP

Your opponent gains 3 VPs when this Mob is broken