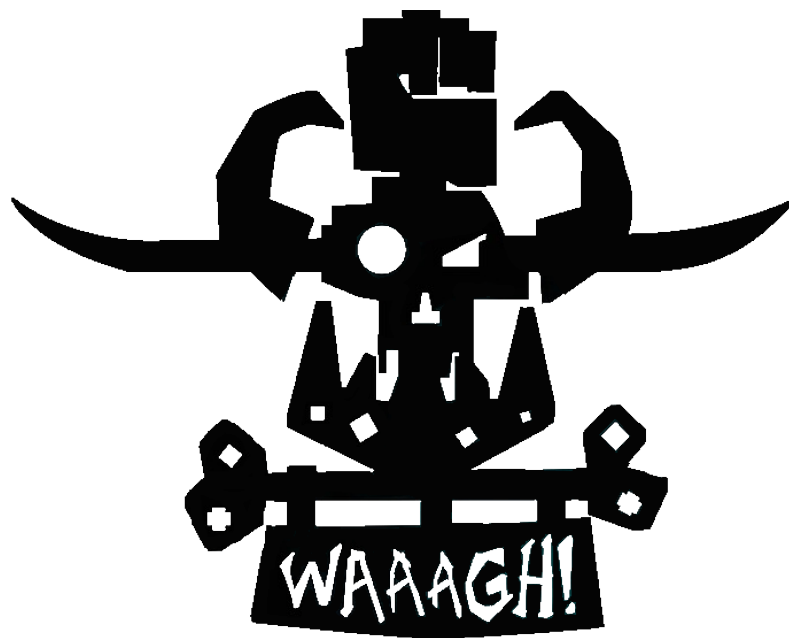




ORKS



UPGRADE 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).

UPGRADE EXTRA NOBZ



Command Only:
Adds +3 Nobz
stands to the
command
formation of a
Warband



50 Point Value
+1 VP



UPGRADE MEGA NOBZ



Command Only:
Upgrades existing Nobz
in the Warband to
Mega Nobz (player
chooses Mega Nobz
type)



100 Point Value
+1 VP



UPGRADE EXTRA MEGA NOBZ



Command Only:
Upgrades existing Nobz
in the Warband to
Mega Nobz (player
chooses Mega Nobz
type). UseD in
conjunction with Extra
Nobz Upgrade (Must
pay for both upgrades)



100 Point Value
+1 VP



UPGRADE ROKKIT PACKS



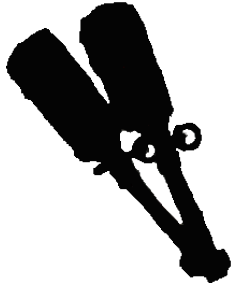
Infantry Only:
Adds the Jump Pack ability to one
formation. On Charge Orders roll
3d10. This is the extra cms of
movement for each element in
the formation. On any roll of 1 an
element makes an armor save at 0
TSM.



50 Point Value
+1 VP



UPGRADE SUPPA STIKK BOMMS



Infantry Only:

One formation gains Suppa Stikk Bombs. Each element in the formation gains a -2 TSM attack versus structures. Any roll of 1 on that attack means the element (not the structure) takes the -2 TSM hit.



50 Point Value
+1 VP



UPGRADE CYBOARS/BEASTSNAGGA



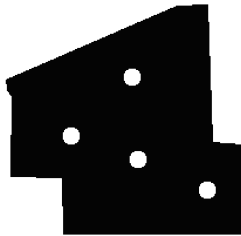
Infantry Only: One Formation gains +1 CC die and 5cms to base move



50 Point Value
+1 VP



UPGRADE ARMOR PLATZ



Vehicles Only:

One vehicle formation gains +1 to armor value. Super Heavy formations with this upgrade reduce base move by 5cms



50 Point Value
+1 VP



UPGRADE DEATH ROLLA



Vehicles Only:

One Vehicle Formation gains +1 CC die and -1 TSM bonus to close combat. Gains the agile [AG] ability. Minefields at -1 to hit versus formation with this upgrade



50 Point Value
+1 VP



UPGRADE OOOG XHAUSTZ



Vehicles Only: One
Biker or buggy
formation gains
the indomitable
ability [ID]



50 Point Value
+1 VP



UPGRADE POWER CLAWS



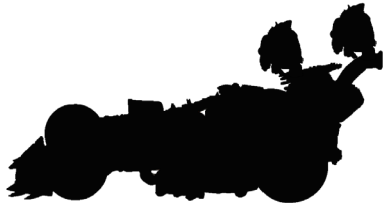
Vehicles Only:
One vehicle formations
gains +1 CC die and -1
TSM bonus to close
combat. May damage
structures at 0 TSM.
Tracked vehicles only



50 Point Value
+1 VP



UPGRADE SQUIG FUEL INJECTORS



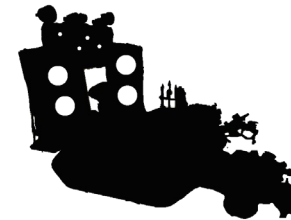
Vehicles Only:
One vehicle formation
gains 1d10cms extra
movement (Large
wheels and red paint
job!). On a roll of 1 on
this d10 formation
makes an immediate
rough ground check



50 Point Value
+1 VP



UPGRADE SOUNDZ



Vehicles Only:
One vehicle formation
gains +1 to all morale
checks



50 Point Value
+1 VP



UPGRADE XTRA SPIKEY BITZ



Vehicles Only:
One vehicle
formation gains +1
CC die



50 Point Value
+1 VP



UPGRADE GRETCHEN SCAVENGERS



Grethen Only:
One formation
gains +1 CC die



FREE



UPGRADE GRETCHEN ROKKIT FLYERS



Grethen Only:
One formation gains an additional
ranged attack (25cms;2AD;-
2TSM;+1 to hit bonus). Once this
attack is used the Gretchen stand
is removed from play and counts
toward VP award.



FREE

