

ORKS



ARMY CARDS

- @ Combine barrage points from all battery

BP	to-hit
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- #Refer to table to compute to-hit:

- Army indication is between parenthesis for optional units.

- PD is point defence (15cm 1D 6+ (0), 360°, always on First Fire)

- Templates are:

* SB: Standard Barrage, 6cm diameter circle.

* LB: Large Barrage, 12cm diameter circle.

* ST: Small Teardrop, 5cm diameter circle ending a 10 cm long triangle.

*LT: Large Teardrop, 6cm diameter circle ending a 25 cm long triangle.

Ork List

Bad Moon Clan



Nobz Mob

4 Nobz Stands

Boyz Mob

15 Bad Moon Boyz Stands

Natural Instinct: May not move and will shoot at the nearest enemy on First Fire.

Gold

Cost: 600

Nob

Infantry (1)

Move: 10 cm	Save: 6+	CAF: +4
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 5+ (-2)

Command, Elite, HQ

Bad Moon Boy

Infantry (1)

Move: 10 cm	Save: -	CAF: +1
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	1d 5+ (-2)

Break: 10

Morale: 4

Victory points: 6

Deathskull Clan



Nobz Mob

4 Nobz Stands

Boyz Mob

15 Deathskull Boyz Stands

Natural Instinct: They will move towards the nearest objective at normal rate and will shoot at any enemy within 25cm on Advance Fire.

The Deathskull Clan, due to their thieving ways, may take any support card even if it is clan specific to a different clan (up to a maximum of TWO clan specific formations)

Gold

Cost: 500

Nob

Infantry (1)

Move: 10 cm	Save: 6+	CAF: +4
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 5+ (-2)

Command, Elite, HQ

Deathskull Boy

Infantry (1)

Move: 10 cm	Save: -	CAF: +1
Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

Break: 10

Morale: 4

Victory points: 5

Blood Axe Clan



Nobz Mob

4 Nobz Stands

2 Rhinos

Boyz Mob

12 Blood Axe Boyz Stands

6 Rhinos

Natural Instinct: They will move towards the nearest table edge at Advance speed and will only shoot at enemies within 25cm on Advance Fire.

Blood Axe Nobz may only issue orders to Blood Axe formations. Deathskull clan may take ANY support formation, even if it is a clan specific formation (up to a maximum of TWO clan specific formations). Can take 2 Mekboy cards.

Gold

Cost: 600

Nob

Infantry (1)

Move: 10 cm	Save: 6+	CAF: +4
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 5+ (-2)

Command, Elite, HQ

Blood Axe Boy

Infantry (1)

Move: 10 cm	Save: -	CAF: +1
Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

Rhino

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: 12

Morale: 4

Victory points: 6

Evil Sunz Clan



Nobz Mob

3 Nobz Stands

Battlewagon

Boyz Mob

15 Evil Sunz Boyz Stands

5 Battlewagons

Natural Instinct: They will move towards the furthest table edge between normal and double rate and enter Close Combat with anything that gets in the way. They may not shoot.

Can take 2 Mekboy cards.

Gold

Cost: 600

Nob

Infantry (1)

Move: 10 cm	Save: 6+	CAF: +4
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 5+ (-2)

Command, Elite, HQ

Evil Sunz Boy

Infantry (1)

Move: 10 cm	Save: -	CAF: +1
Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

Battlewagon

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +1
Weapon	Range	Shoot
Big shoota	50cm	1d 5+ (0)

Transport 3, Turret

Break: 12

Morale: 4

Victory points: 6

<div>Goff Clan</div> <div> Goff </div> <div>Nobz Mob</div> <div>8 Nobz Stands</div> <div>Boyz Mob</div> <div>15 Goff Boyz Stands</div> <p>Natural Instinct: They must move between normal and double rate towards the enemy and must charge them if they are within range. They may not shoot.</p> <div>Gold </div> <div>Cost: 650</div>	<div>Nob</div> <div> <div> <div>Move: 10 cm</div> <div>Save: 6+</div> <div>CAF: +4</div> </div> <div> <div>Weapon</div> <div>Range</div> <div>Shoot</div> </div> <div> <div>Lotsa Big Shootas</div> <div>50cm</div> <div>2d 5+ (-2)</div> </div> </div> <div>Command, Elite, HQ</div> <div>Goff Boy</div> <div> <div> <div>Move: 10 cm</div> <div>Save: -</div> <div>CAF: +3</div> </div> <div> <div>Weapon</div> <div>Range</div> <div>Shoot</div> </div> <div> <div>Shootas</div> <div>25cm</div> <div>1d 5+ (-1)</div> </div> </div> <div>Infantry (1)</div> <div>Break: 12</div> <div>Morale: 4</div> <div>Victory points: 7</div>	<div>Kult of Speed</div> <div> Kult of Speed </div> <div>Nobz Mob</div> <div>8 Nobz Warbikes</div> <div>Warbuggy Mob</div> <div>5 Warbuggies</div> <div>Warbuggy Mob</div> <div>5 Warbuggies</div> <p>Natural Instinct: They will move at double rate in any direction specified by the Ork player in as straight a line as possible and enter Close Combat with any body dumb enough to get in the way. They may not shoot</p> <p>Can take 5 Mekboy cards.</p> <div>Gold </div> <div>Cost: 400</div>	<div>Nob Warbike</div> <div> <div> <div>Move: 30 cm</div> <div>Save: 6+</div> <div>CAF: +5</div> </div> <div> <div>Weapon</div> <div>Range</div> <div>Shoot</div> </div> <div> <div>Shootas</div> <div>25cm</div> <div>2d 5+ (-2)</div> </div> </div> <div>Command, Elite, HQ</div> <div>Warbuggy</div> <div> <div> <div>Move: 30 cm</div> <div>Save: -</div> <div>CAF: +2</div> </div> <div> <div>Weapon</div> <div>Range</div> <div>Shoot</div> </div> <div> <div>Big Shoota</div> <div>25cm</div> <div>1d 5+ (0)</div> </div> </div> <div>Vehicle (3)</div> <div>Tow</div> <div>Break: 8</div> <div>Morale: 4</div> <div>Victory points: 4</div>
<div>Snakebite Clan</div> <div> Snakebite </div> <div>Nobz Mob</div> <div>4 Nobz Stands</div> <div>Boarboyz Mob</div> <div>5 Boarboyz Stands</div> <div>Boyz Mob</div> <div>15 Snakebite Boyz Stands</div> <p>Natural Instinct: They may move towards the nearest enemy at up to their normal rate and will fight Close Combat normally. They may not shoot.</p> <div>Gold </div> <div>Cost: 600</div>	<div>Nob</div> <div> <div> <div>Move: 10 cm</div> <div>Save: 6+</div> <div>CAF: +4</div> </div> <div> <div>Weapon</div> <div>Range</div> <div>Shoot</div> </div> <div> <div>Lotsa Big Shootas</div> <div>50cm</div> <div>2d 5+ (-2)</div> </div> </div> <div>Command, Elite, HQ</div> <div>Snakebite Boy</div> <div> <div> <div>Move: 10 cm</div> <div>Save: -</div> <div>CAF: +2</div> </div> <div> <div>Weapon</div> <div>Range</div> <div>Shoot</div> </div> <div> <div>Shootas</div> <div>50cm</div> <div>1d 5+ (0)</div> </div> </div> <div>Infantry (1)</div> <div>Boarboy</div> <div> <div> <div>Move: 20 cm</div> <div>Save: -</div> <div>CAF: +4</div> </div> </div> <div>Cavalry (2)</div> <div>PD (1)</div> <div>Break: 12</div> <div>Morale: 4</div> <div>Victory points: 6</div>	<div>Wildboyz Horde</div> <div>(Ork)</div> <div>Nobz Mob</div> <div>4 Nobz Stands</div> <div>Wildboyz Mob</div> <div>15 Wildboyz Stands</div> <p>Natural Instinct: They may move towards the nearest enemy at up to their normal rate and will fight Close Combat normally. They may not shoot.</p> <p>No Mekboy card allowed.</p> <div>Gold </div> <div>Cost: 400</div>	<div>Nob</div> <div> <div> <div>Move: 10 cm</div> <div>Save: 6+</div> <div>CAF: +4</div> </div> <div> <div>Weapon</div> <div>Range</div> <div>Shoot</div> </div> <div> <div>Lotsa Big Shootas</div> <div>50cm</div> <div>2d 5+ (-2)</div> </div> </div> <div>Command, Elite, HQ</div> <div>Wildboy</div> <div> <div> <div>Move: 10 cm</div> <div>Save: -</div> <div>CAF: +3</div> </div> <div> <div>Weapon</div> <div>Range</div> <div>Shoot</div> </div> <div> <div>Choopas</div> <div>-</div> <div>-</div> </div> </div> <div>Infantry (1)</div> <div>Break: 10</div> <div>Morale: 4</div> <div>Victory points: 4</div>

Mega-Gargant

Ork

Mega-Gargant



Gold

Cost: 1400

Mega-Gargant

Titan (5)

Move: 5/15 cm	Save: card	CAF: +18
Weapon	Range	Shoot
Lots		

D6 + 6 Power Fields

Break: Model

Morale: -

Victory points: 14

Blasta Bomma

(Ork)

Mekboy Blasta Bomma

Grants 2 kustom cards



Gold

Cost: 500

Blasta Bomma

Superheavy (4)

Move: 60 cm	Save: 1+	CAF: +8
Weapon	Range	Shoot
Blasta Cannon	50cm	4d 5+ (-3)
Big shootas	25cm	6d 5+ (-1)
Bombs *	0cm	2-10SB # (-1)

Flyer, Independent, 2 Power Fields, * dropped during movement & always scatter & D3 additional touching templates, MISFIRE count as 10 and run out of bombs, Damages Buildings

Break: Model

Morale: -

Victory points: 5

Freebooterz

Ork

Freebooterz

Freebooter Kaptin Stand 4

Freebooterz Stands



Gold

Cost: 50

Freebooter Kaptain

Infantry (1)

Move: 10 cm	Save: -	CAF: +2
Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

HQ, can't give order without Kaptain

Freebooter

Infantry (1)

Move: 10 cm	Save: -	CAF: +1
Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

Independent, can elect a killed Kaptain during End Phase. Roll a D6 (1: remove one random stand, 5-6: one random stand become Kaptain)

Break: 3

Morale: 3

Victory points: 2

Gretchin Horde

(Ork)

Gretchin Horde

8 Gretchin Stands



Gold

Cost: 50

Gretchin

Infantry (1)

Move: 10 cm	Save: -	CAF: -1
Weapon	Range	Shoot
Shotgun	15cm	1d 4+ (0)

Stay within coherency and duplicate order of one Ork Mob

Break: +4

Morale: 4

Victory points: +1

Goffik Rokker Tour Wagon

(Ork)

Goffik Rokker Tour Wagon

Tour Wagon
5 Bouncer Boyz Stands



Gold

Cost: 400

Goffik Rokker Tour Wagon

Superheavy (4)

Move: 10 cm	Save: 1+	CAF: +10
Weapon	Range	Shoot
Cannons	50cm	3d 5+ (-1)
Sound Blaster *	LT	- 4+ (-1)

*Ignores Shields (damages Head/ Bridge) & One-Shot & surviving units can't receive orders next turn, PD (4), D3 Power Shields. Within 6cm: Orks are immune to morale effects, gain +1 CAF, suffer -1 To-Hit, have 4+ Psychic Save. Weirdboyz gain 2D6 power points but explode on 5+ if he attempts to use powers. If Wagon is destroyed all Ork within 6cm must take a morale test or next turn they must charge towards the model that destroyed Tour Wagon. The Bouncer Boyz must also check morale or charge until they are destroyed, otherwise they will go onto First Fire Orders for the rest of the game.

Bouncer Boy

Infantry (1)

Move: 10 cm	Save: -	CAF: +3
Weapon	Range	Shoot
Shootas	25cm	1d 5+ (-1)

Break: Model Morale: -

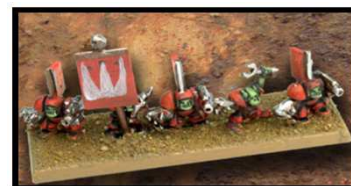
Victory points: 4

Mekboy

(Ork)

Mekboy

Mekboy Stand
2 Gretchin Stands
Battlewagon
Grants 2 kustom cards



Gold

Cost: 100

Mekboy

Infantry (1)

Move: 10 cm	Save: -	CAF: +3
Weapon	Range	Shoot
Kustom Guns	50cm	2d 5+ (-1)

HQ, Mechanic, on 1 on Repair roll place a 6BP 4+ (0) on the vehicle (which is removed)

Gretchin

Infantry (1)

Move: 10 cm	Save: -	CAF: -1
Weapon	Range	Shoot
Shotgun	15cm	1d 4+ (0)

Stay within coherency and duplicate order of one Ork Mob

Battlewagon

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +1
Weapon	Range	Shoot
Big shoota	50cm	1d 5+ (0)

Transport 3, Turret

Break: Mekboy Morale: -

Victory points: 1

Landa Skwadron

(Ork)

Landa Skwadron

5 Landas



Gold

Cost: 450

Landa

Flyer (3)

Move: special	Save: 3+	CAF: +0
Weapon	Range	Shoot
Big Shootas	50cm	4d 4+ (-2)
Rokkits	50cm	4SB 5+ (-1)

Deep Strike, Transport 7, Special

Break: 3 Morale: 5

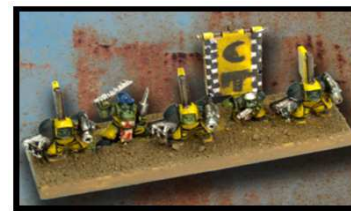
Victory points: 5

Painboy

(Ork)

Painboy

Painboy Stand
2 Gretchin Stands
Battlewagon



Gold

Cost: 100

Painboy

Infantry (1)

Move: 10 cm	Save: -	CAF: +3
Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

HQ, Medic, on 1 on Medic roll the unit becomes a Madboy

Gretchin

Infantry (1)

Move: 10 cm	Save: -	CAF: -1
Weapon	Range	Shoot
Shotgun	15cm	1d 4+ (0)

Stay within coherency and duplicate order of one Ork Mob

Battlewagon

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +1
Weapon	Range	Shoot
Big shoota	50cm	1d 5+ (0)

Transport 3, Turret

Break: Painboy Morale: -

Victory points: 1

Renegade Mekboy

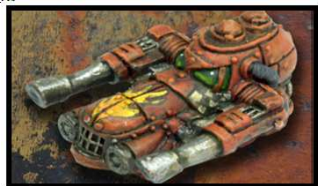
Ork

Renegade Mekboy

Any 8 Mekboy Dragstas/ Speedstas
(at least on of each must be selected)
Grants 2 kustom cards



Natural Instinct: They will move towards the furthest table edge between normal and double rate and enter Close Combat with anything that gets in the way. They may not shoot.



Unique formation

Gold

Cost: 600

Dragsta

Vehicle (3)

Move: 35cm +2D6	Save: 3+	CAF: +2
Weapon	Range	Shoot
Deflector Shield	-	-

Special

Bubble Chukka Speedsta

Vehicle (3)

Move: 25cm +2D6	Save: 1/2/3+	CAF: +2
Bubble Chukka	50cm	-

one target (one weapon on Titan/ Praetorian) has 1/3 chance of hitting itself this turn (no shield, no to-hit, no scatter)

Destrukta Rokkits Speedsta

Vehicle (3)

Move: 30cm +2D6	Save: 1/2/3+	CAF: +3
Destruktor Rokkits	75cm	2-10SB # (-2)

No indirect fire, "Misfire" hits itself at -2 TSM

Kustom Kannon Speedsta

Vehicle (3)

Move: 30cm +2D6	Save: 1/2/3+	CAF: +3
Kustom Kannon	75cm	2-10d 5+ (-2)

"Misfire" hits itself at -2 TSM.

Lifta-Dropper Speedsta

Vehicle (3)

Move: 20cm +2D6	Save: 1/2/3+	CAF: +2
Lifta Dropper	75cm	1d 4+ (-4)

Model dropped within 6cm + 2D6cm scatter and destroyed. Anything beneath is destroyed/ loses one shield if has no better save. Superheavy damages buildings (0TSM)

Break: 4

Morale: 4

Victory points: 6

Runtherd

Infantry (1)

Move: 10 cm	Save: 6+	CAF: +3
Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

HQ, may join a Mob with one of the following effects:

- 1) Gretchin Mob get +1CAF
- 2) Hop Splats, Squig Catapults, Tractor Kannons and Squiggoths can receive Orders
- 3) Shokk Attack Gun add +D3 CAF to Snotling attacks

Break: Stand

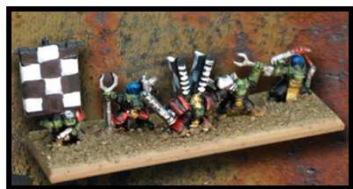
Morale: -

Victory points: 1

Runtherd

(Ork)

Runtherd Stand



Gold

Cost: 75

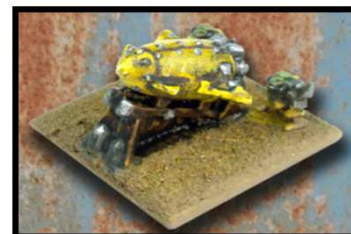
Supa Trans'ort Rokkit Battery

Ork

Supa Trans'ort Rokkit Battery

4 Supa Trans'ort Rokkits
4 Launchers

Grants 2 kustom cards



Gold

Cost: 200

Supa Transport Rokkit

Flyer (3)

Move: special	Save: 5+	CAF: +0
Weapon	Range	Shoot
Shootas	15cm	3d 5+ (0)

Transport 5, Special

Break: 4

Morale: -

Victory points: 2

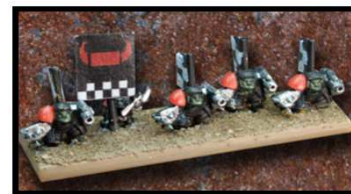
Warboss

Ork

Warboss Stand

5 Nobz Stands

2 Battlewagons



Gold

Cost: 250

Warboss

Infantry (1)

Move: 10 cm	Save: 6+	CAF: +5
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 5+ (-2)

Command, HQ, Elite

Nob

Infantry (1)

Move: 10 cm	Save: 6+	CAF: +4
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 5+ (-2)

Command, Elite, HQ

Battlewagon

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +1
Weapon	Range	Shoot
Big shoota	50cm	1d 5+ (0)

Transport 3, Turret

Break: 4

Morale: -

Victory points: 3

Warlord and Stompas

Ork

Warlord Stand
5 Nobz Stands
2 Battlewagons
3 Stompas



Gold

Cost: 500

Warlord

Infantry (1)

Move: 10 cm	Save: 6+	CAF: +7
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 4+ (-2)

Command, HQ, Elite

Nob

Infantry (1)

Move: 10 cm	Save: 6+	CAF: +4
Weapon	Range	Shoot
Lotsa Big Shootas	50cm	2d 5+ (-2)

Command, Elite, HQ

Battlewagon

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +1
Weapon	Range	Shoot
Big shoota	50cm	1d 5+ (0)

Transport 3, Turret

Stompa

Superheavy (4)

Move: 10 cm	Save: 1+	CAF: +8
Weapon	Range	Shoot
Blastacannon	50cm	1d 3+ (-4)

PD (4), Fearless

Break: 6

Morale: -

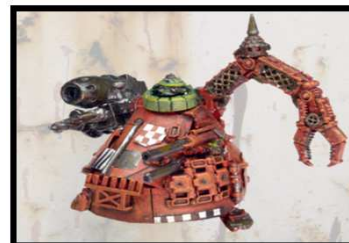
Victory points: 5

Mekboy Gargant

Ork

Mekboy Gargant

Grants 2 kustom cards



Gold

Cost: 450

Mekboy Gargant

Titan (5)

Move: 20/30 cm	Save: card	CAF: +10
Weapon	Range	Shoot

Kustom Force Fields, Choose 2 weapons

Break: Model

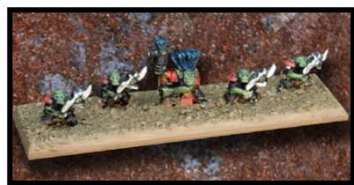
Morale: -

Victory points: 5

Weirdboy & Minderz

(Ork)

Weirdboy Stand
2 Weirdboy Minderz Stands



Gold

Cost: 150

Weirdboy

Infantry (1)

Move: 10 cm	Save: -	CAF: +0
Power	Range	Shoot
1-5	25cm	1d 6+ (-1)
6-10	50cm	2d 5+ (-2)
11-15	75cm	3d 4+ (-3)
16-20	100cm	4d 3+ (-4)
21-25 *	150cm	6d 2+ (-5)
26+ *	200cm	8d 2+ (-5)

* explodes on 6 (2D6cm radius), HQ, Psyker, Morale check if charged at start of turn, during end phase units within 25cm give 1 (Inf, LArt) or 1/2 (Cav, HArt, SHv, Veh, Walk) or D6 (Gargant) power

Weirdboy Minder

Infantry (1)

Move: 10 cm	Save: -	CAF: +1
Weapon	Range	Shoot
Shootas	50cm	1d 5+ (0)

each stand add +1 to Weirdboy Morale rolls

Break: Stand

Morale: 4

Victory points: 2

Slasha Gargant

Ork

Slasha Gargant Hull



Gold

Cost: 300

Slasha Gargant

Titan (5)

Move: 12/18 cm	Save: card	CAF: +12
Weapon	Range	Shoot

D3+3 Power Fields, Choose 3 weapons

Break: Model

Morale: -

Victory points: ____

Steam Gargant

(Snakebite)

Steam Gargant



Gold

Cost: 450

Steam Gargant

Titan (5)

Move: 10/15 cm	Save: card	CAF: +12
Weapon	Range	Shoot
Blasta Kannon	75cm	3d 4+ (-2)
Big-Choppa *	25cm	2d 4+ (-1)
Soopa-Blasta Kannon	70+D6 x10 cm	1d 3+ (-3) **
	70+D6 x10 cm	8BP 3+ (0) ***

Clouds of Steam, * +1D6 CAF, Penetrating +2 (CC Only), ** Penetrating +1, *** May not indirect fire.

Break: Model

Morale: -

Victory points: 5

Gargant Big Mob

(Ork)

3 Great and/ or Slasha Hulls

25cm coherency



Gold

Cost: ____

Great Gargant

Titan (5)

Move: 10/15 cm	Save: card	CAF: +15
Weapon	Range	Shoot

D6+6 Power Fields, Choose 5 weapons

Great Gargant

Titan (5)

Move: 10/15 cm	Save: card	CAF: +15
Weapon	Range	Shoot

D6+6 Power Fields, Choose 5 weapons

Slasha Gargant

Titan (5)

Move: 12/18 cm	Save: card	CAF: +12
Weapon	Range	Shoot

D3+3 Power Fields, Choose 3 weapons

Break: Each

Morale: -

Victory points: ____

Great Gargant

Ork

Great Gargant Hull



Gold

Cost: 400

Great Gargant

Titan (5)

Move: 10/15 cm	Save: card	CAF: +15
Weapon	Range	Shoot

D6+6 Power Fields, Choose 5 weapons

Break: Model

Morale: -

Victory points: ____

Extra Boyz

Ork

4 Boyz Stands

Optional Rule: Evil Suns can take 3 Boyz + Battlewagon instead.

Gold

Cost: 100

Boy

Infantry (1)

Break: +2

Morale: 4

Victory points: +1

Extra Nobz

Ork

4 Nobz Stands

Optional Rule: Evil Suns can take 3 Nobz + Battlewagon instead.

Gold

Cost: 200









Nob

Infantry (1)

Break: +2










Morale: -














Victory points: +2

<div><div>Blood Axe Kommandos</div><div> (Blood Axe) </div><div><div>Kaptin Stand</div><div>4 Kommando Stands</div></div><div><div>Gold</div><div>Cost: 175</div></div></div>	<div><div>Kommando Kaptin</div><div>Infantry (1)</div><table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +3</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Shootas</td><td>50cm</td><td>1d 5+ (0)</td></tr></table><div>Elite, HQ, Infiltration, Independent as long as the Kaptain is alive</div><div><div>Kommando</div><div>Infantry (1)</div><table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +2</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Shootas</td><td>50cm</td><td>1d 5+ (0)</td></tr></table><div>Elite, Infiltration</div><div>Break: +3</div><div>Morale: 3</div><div>Victory points: +2</div></div></div>	Move: 10 cm	Save: -	CAF: +3	Weapon	Range	Shoot	Shootas	50cm	1d 5+ (0)	Move: 10 cm	Save: -	CAF: +2	Weapon	Range	Shoot	Shootas	50cm	1d 5+ (0)	<div><div>Stormboyz Korps</div><div>Ork</div><div><div>Kaptin</div><div>4 Stormboyz Stands</div></div><div><div>Gold</div><div>Cost: 150</div></div></div>	<div><div>Kaptin</div><div>Infantry (1)</div><table><tr><td>Move: 15 cm</td><td>Save: -</td><td>CAF: +3</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Shootas</td><td>25cm</td><td>2d 5+ (0)</td></tr></table><div>HQ, Independent, Jump Pack</div><div><div>Stormboy</div><div>Infantry (1)</div><table><tr><td>Move: 15 cm</td><td>Save: -</td><td>CAF: +1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Shootas</td><td>25cm</td><td>1d 5+ (0)</td></tr></table><div>Independent, Jump Pack</div><div>Break: +3</div><div>Morale: 4</div><div>Victory points: +2</div></div></div>	Move: 15 cm	Save: -	CAF: +3	Weapon	Range	Shoot	Shootas	25cm	2d 5+ (0)	Move: 15 cm	Save: -	CAF: +1	Weapon	Range	Shoot	Shootas	25cm	1d 5+ (0)
Move: 10 cm	Save: -	CAF: +3																																					
Weapon	Range	Shoot																																					
Shootas	50cm	1d 5+ (0)																																					
Move: 10 cm	Save: -	CAF: +2																																					
Weapon	Range	Shoot																																					
Shootas	50cm	1d 5+ (0)																																					
Move: 15 cm	Save: -	CAF: +3																																					
Weapon	Range	Shoot																																					
Shootas	25cm	2d 5+ (0)																																					
Move: 15 cm	Save: -	CAF: +1																																					
Weapon	Range	Shoot																																					
Shootas	25cm	1d 5+ (0)																																					
<div><div>Deathskull Shootaz</div><div> Deathskull </div><div><div>4 Deathskull Shoota Stands</div></div><div><div>Gold</div><div>Cost: 200</div></div></div>	<div><div>Shoota</div><div>Infantry (1)</div><table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Kustom Shootaz</td><td>Special</td><td>1d Auto (-1)</td></tr></table><div>Select target, then range is Artillery Die x 10cm. "Misfire" destroys the Shoota stand</div><div>Break: +2</div><div>Morale: 4</div><div>Victory points: +2</div></div>	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Kustom Shootaz	Special	1d Auto (-1)	<div><div>Wildmob</div><div>Ork</div><div><div>4 Wildboyz Stands</div></div><div><div>Gold</div><div>Cost: 75</div></div></div>	<div><div>Wildboy</div><div>Infantry (1)</div><table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +3</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Choppas</td><td>-</td><td>-</td></tr></table><div>Break: +2</div><div>Morale: 4</div><div>Victory points: +1</div></div>	Move: 10 cm	Save: -	CAF: +3	Weapon	Range	Shoot	Choppas	-	-																		
Move: 10 cm	Save: -	CAF: +0																																					
Weapon	Range	Shoot																																					
Kustom Shootaz	Special	1d Auto (-1)																																					
Move: 10 cm	Save: -	CAF: +3																																					
Weapon	Range	Shoot																																					
Choppas	-	-																																					
<div><div>Gretchin Mob</div><div>Ork</div><div><div>4 Gretchin Stands</div></div><div><div>Gold</div><div>Cost: Free</div></div></div>	<div><div>Gretchin</div><div>Infantry (1)</div><table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: -1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Shotgun</td><td>15cm</td><td>1d 4+ (0)</td></tr></table><div>Stay within coherency and duplicate order of one Ork Mob</div><div>Break: +2</div><div>Morale: 4</div><div>Victory points: +1</div></div>	Move: 10 cm	Save: -	CAF: -1	Weapon	Range	Shoot	Shotgun	15cm	1d 4+ (0)	<div><div>Bikeboyz Mob</div><div>Ork</div><div><div>5 Bikeboy Stands</div></div><div><div>Gold</div><div>Cost: 100</div></div></div>	<div><div>Bikeboy</div><div>Cavalry (2)</div><table><tr><td>Move: 30 cm</td><td>Save: -</td><td>CAF: +3</td></tr></table><div>PD (1)</div><div>Break: +3</div><div>Morale: 4</div><div>Victory points: +1</div></div>	Move: 30 cm	Save: -	CAF: +3																								
Move: 10 cm	Save: -	CAF: -1																																					
Weapon	Range	Shoot																																					
Shotgun	15cm	1d 4+ (0)																																					
Move: 30 cm	Save: -	CAF: +3																																					
<div><div>Mad Mob</div><div>Ork</div><div><div>4 Madboyz Stands</div></div><div><div>Gold</div><div>Cost: Free</div></div></div>	<div><div>Madboy</div><div>Infantry (1)</div><table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Shootas</td><td>50cm</td><td>1d 5+ (0)</td></tr></table><div>Random Order, roll on mad table for each moral test and at the end of each segment in which one stand is killed</div><div>Break: +2</div><div>Morale: special</div><div>Victory points: +1</div></div>	Move: 10 cm	Save: -	CAF: +1	Weapon	Range	Shoot	Shootas	50cm	1d 5+ (0)	<div><div>Evil Sunz Nobz Warbikes Mob</div><div>  Evil Sunz/ Kult of Speed  </div><div><div>5 Nobz Warbikes</div></div><div><div>Gold</div><div>Cost: 200</div></div></div>	<div><div>Nobz Warbikes</div><div>Cavalry (2)</div><table><tr><td>Move: 30 cm</td><td>Save: +6</td><td>CAF: +5</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Shootas</td><td>25cm</td><td>2d 5+ (-2)</td></tr></table><div>Command, Elite, HQ</div><div>Break: +3</div><div>Morale: -</div><div>Victory points: +2</div></div>	Move: 30 cm	Save: +6	CAF: +5	Weapon	Range	Shoot	Shootas	25cm	2d 5+ (-2)																		
Move: 10 cm	Save: -	CAF: +1																																					
Weapon	Range	Shoot																																					
Shootas	50cm	1d 5+ (0)																																					
Move: 30 cm	Save: +6	CAF: +5																																					
Weapon	Range	Shoot																																					
Shootas	25cm	2d 5+ (-2)																																					


<div>Snakebite Boarboyz Mob</div> <div>Snakebite</div> <div>5 Boarboy Stands</div> <div>Gold</div> <div>Cost: 100</div>	<div>Boarboy</div> <div>Move: 20 cm Save: - CAF: +4</div> <div>PD (1)</div> <div>Cavalry (2)</div> <div>Break: +3 Morale: 4</div> <div>Victory points: +1</div>
<div>Killa Kan Mob</div> <div>Ork</div> <div>4 Killa Dreadnoughts</div> <div>Maximum 1 card/ clan (2 for Bad Moon)</div> <div>Gold</div> <div>Cost: 100</div>	<div>Killa Dreadnought</div> <div>Move: 10 cm Save: 5+ CAF: +3</div> <div>Weapon Range Shoot</div> <div>Big Shoota 50cm 2d 5+ (0)</div> <div>Walker (2)</div> <div>Break: +2 Morale: 4</div> <div>Victory points: +1</div>
<div>Onslaught Mob</div> <div>(Ork)</div> <div>4 Onslaught Dreanoughts</div> <div>Maximum 1 card/ clan (2 for Bad Moon)</div> <div>Gold</div> <div>Cost: 200</div>	<div>Onslaught Dreadnought</div> <div>Move: 10 cm Save: 4+ CAF: +5</div> <div>Weapon Range Shoot</div> <div>Zappa 75cm 1d 5+ (-2)</div> <div>Shoota 25cm 3d 5+ (0)</div> <div>Walker (2)</div> <div>Break: +2 Morale: 4</div> <div>Victory points: +2</div>
<div>Tinbot Mob</div> <div>Ork</div> <div>5 Tinbotz</div> <div>Grants 2 kustom cards</div> <div>Gold</div> <div>Cost: 150</div>	<div>Tinbot</div> <div>Move: 10 cm Save: 4+ CAF: +4</div> <div>Weapon Range Shoot</div> <div>Big Shoota 25cm 2d 4+ (0)</div> <div>Walker (2)</div> <div>Fearless, Receive orders at end of Movement Phase, only consider the nearest enemy</div> <div>Break: +3 Morale: -</div> <div>Victory points: +2</div>
<div>Bad Moon Weirdboy Battletower</div> <div>Bad Moon</div> <div>Weirdboy Battletower</div> <div>Allowed only one per clan card purchased</div> <div>Gold</div> <div>Cost: 200</div>	<div>Weirdboy</div> <div>Move: 25 cm Save: 4+ CAF: +1</div> <div>1-5 25cm 1d 6+ (-1)</div> <div>6-10 50cm 2d 5+ (-2)</div> <div>11-15 75cm 3d 4+ (-3)</div> <div>16-20 100cm 4d 3+ (-4)</div> <div>21-25 * 150cm 6d 2+ (-5)</div> <div>26+ * 200cm 8d 2+ (-5)</div> <div>* explodes on 6 (2D6cm radius), HQ, Psyker, Morale check if charged at start of turn, during end phase units within 25cm give 1 (Inf, LArt) or 1/2 (Cav, HArt, SHv, Veh, Walk) or D6 (Gargant) power</div> <div>Break: +1 Morale: 4</div> <div>Victory points: +2</div>
<div>Battlewagon Squadron</div> <div>Ork</div> <div>3 Battlewagons</div> <div>Gold</div> <div>Cost: 100</div>	<div>Battlewagon</div> <div>Move: 25 cm Save: 4+ CAF: +1</div> <div>Weapon Range Shoot</div> <div>Big shoota 50cm 1d 5+ (0)</div> <div>Vehicle (3)</div> <div>Transport 3, Turret</div> <div>Break: +2 Morale: 4</div> <div>Victory points: +1</div>
<div>Blood Axe Land Raider Squadron</div> <div>Blood Axe</div> <div>3 Land Raider</div> <div>Gold</div> <div>Cost: 200</div>	<div>Land Raider</div> <div>Move: 20 cm Save: 2+ CAF: +3</div> <div>Weapon Range Shoot</div> <div>Zappas 75cm 2d 5+ (-2)</div> <div>Vehicle (3)</div> <div>PD (1), Transport 2</div> <div>Break: +2 Morale: 4</div> <div>Victory points: +2</div>
<div>Blood Axe Rhino Squadron</div> <div>Blood Axe</div> <div>3 Rhinos</div> <div>Gold</div> <div>Cost: 50</div>	<div>Rhino</div> <div>Move: 25 cm Save: 4+ CAF: +0</div> <div>Vehicle (3)</div> <div>PD (1), Transport 2</div> <div>Break: +2 Morale: 4</div> <div>Victory points: +1</div>

<div><div>Bonebreaka Squadron</div><div>Ork</div><div>3 Bonebreakas</div><div>GoldCost: 150</div></div>	<div><div>BonebreakaVehicle (3)</div><table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: +4</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Blastacannon</td><td>75cm</td><td>1d 4+ (-2)</td></tr></table><div>Deathroller</div><div>Break: +2Morale: 4</div><div>Victory points: +2</div></div>	Move: 20 cm	Save: 4+	CAF: +4	Weapon	Range	Shoot	Blastacannon	75cm	1d 4+ (-2)
Move: 20 cm	Save: 4+	CAF: +4								
Weapon	Range	Shoot								
Blastacannon	75cm	1d 4+ (-2)								
<div><div>Bonecruncha Squadron</div><div>Ork</div><div>3 Bonecrunchas</div><div>GoldCost: 150</div></div>	<div><div>BonecrunchaVehicle (3)</div><table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: +4</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Big Shoota</td><td>50cm</td><td>2d 5+ (-1)</td></tr></table><div>Deathroller</div><div>Break: +2Morale: 4</div><div>Victory points: +2</div></div>	Move: 20 cm	Save: 4+	CAF: +4	Weapon	Range	Shoot	Big Shoota	50cm	2d 5+ (-1)
Move: 20 cm	Save: 4+	CAF: +4								
Weapon	Range	Shoot								
Big Shoota	50cm	2d 5+ (-1)								
<div><div>Braincrusha Squadron</div><div>Ork</div><div>3 Braincrushas</div><div>GoldCost: 250</div></div>	<div><div>BraincrushaVehicle (3)</div><table><tr><td>Move: 15 cm</td><td>Save: 4+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Braincrusha Cannon</td><td>100cm</td><td>1d 3+ (-3)</td></tr></table><div>Break: +2Morale: 4</div><div>Victory points: +3</div></div>	Move: 15 cm	Save: 4+	CAF: +0	Weapon	Range	Shoot	Braincrusha Cannon	100cm	1d 3+ (-3)
Move: 15 cm	Save: 4+	CAF: +0								
Weapon	Range	Shoot								
Braincrusha Cannon	100cm	1d 3+ (-3)								
<div><div>'Copter Squadron</div><div>(Ork)</div><div>5 'Copters</div><div>GoldCost: 150</div></div>	<div><div>'CopterSkimmer (3)</div><table><tr><td>Move: 40 cm</td><td>Save: 6+</td><td>CAF: +2</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Autocannon</td><td>25cm</td><td>1d 5+ (-1)</td></tr></table><div>Independent, Skimmer</div><div>Break: +3Morale: 4</div><div>Victory points: +2</div></div>	Move: 40 cm	Save: 6+	CAF: +2	Weapon	Range	Shoot	Autocannon	25cm	1d 5+ (-1)
Move: 40 cm	Save: 6+	CAF: +2								
Weapon	Range	Shoot								
Autocannon	25cm	1d 5+ (-1)								
<div><div>Doomdiver Anti-Aircraft Magna Kannon</div><div>(Ork)</div><div>Magna Kannon</div><div>Grants 2 kustom cards</div><div>GoldCost: 50</div></div>	<div><div>Doomdiver Magna KannonVehicle (3)</div><table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Magna Kannon</td><td>LoS</td><td>1d 5+ (-2)</td></tr></table><div>Anti-Aircraft, ground unit only stops their movement and change direction, superheavy and greater are unaffected.</div><div>Break: +1Morale: 4</div><div>Victory points: +1</div></div>	Move: 20 cm	Save: 4+	CAF: +0	Weapon	Range	Shoot	Magna Kannon	LoS	1d 5+ (-2)
Move: 20 cm	Save: 4+	CAF: +0								
Weapon	Range	Shoot								
Magna Kannon	LoS	1d 5+ (-2)								
<div><div>Evilsunz Bowel-burna Squadron</div><div>Evil Sunz/ Kult of Speed</div><div>3 Bowel-burnas</div><div>GoldCost: 100</div></div>	<div><div>Bowel-burnaVehicle (3)</div><table><tr><td>Move: 30 cm</td><td>Save: 5+</td><td>CAF: +1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Scorcher</td><td>LT</td><td>1d 4+ (0)</td></tr></table><div>Ignores Cover, Turret</div><div>Break: +2Morale: 4</div><div>Victory points: +1</div></div>	Move: 30 cm	Save: 5+	CAF: +1	Weapon	Range	Shoot	Scorcher	LT	1d 4+ (0)
Move: 30 cm	Save: 5+	CAF: +1								
Weapon	Range	Shoot								
Scorcher	LT	1d 4+ (0)								
<div><div>Evilsunz Gobsmasha Squadron</div><div>Evil Sunz/ Kult of Speed</div><div>5 Gobsmashas</div><div>GoldCost: 100</div></div>	<div><div>GobsmashaVehicle (3)</div><table><tr><td>Move: 25 cm</td><td>Save: 5+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Big shoota</td><td>50cm</td><td>1d 5+ (0)</td></tr></table><div>Break: +3Morale: 4</div><div>Victory points: +1</div></div>	Move: 25 cm	Save: 5+	CAF: +0	Weapon	Range	Shoot	Big shoota	50cm	1d 5+ (0)
Move: 25 cm	Save: 5+	CAF: +0								
Weapon	Range	Shoot								
Big shoota	50cm	1d 5+ (0)								
<div><div>Evilsunz Spleenrippa Squadron</div><div>Evil Sunz/ Kult of Speed</div><div>3 Spleenrippas</div><div>GoldCost: 125</div></div>	<div><div>SpleenrippaVehicle (3)</div><table><tr><td>Move: 30 cm</td><td>Save: 5+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Blastacannon</td><td>75cm</td><td>1d 4+ (-2)</td></tr></table><div>Break: +2Morale: 4</div><div>Victory points: +1</div></div>	Move: 30 cm	Save: 5+	CAF: +0	Weapon	Range	Shoot	Blastacannon	75cm	1d 4+ (-2)
Move: 30 cm	Save: 5+	CAF: +0								
Weapon	Range	Shoot								
Blastacannon	75cm	1d 4+ (-2)								

<div>Flakwagon Anti-Aircraft Squadron</div> <div>(Ork)</div> <div>3 Flakwagons</div> <div>Grants 2 kustom cards</div> <div></div> <div>Gold Cost: 150</div>	<div>FlakwagonVehicle (3)</div> <table><tr><td>Move: 25 cm</td><td>Save: 4+</td><td>CAF: +1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Big Shoota</td><td>50cm</td><td>2d 5+ (-1)</td></tr></table> <div>Anti-Aircraft</div> <div>Break: +2Morale: 4</div> <div>Victory points: +2</div>	Move: 25 cm	Save: 4+	CAF: +1	Weapon	Range	Shoot	Big Shoota	50cm	2d 5+ (-1)	<div>Snakebite Cyberwyvern Squadron</div> <div> (Snakebite) </div> <div>5 Cyberwyverns</div> <div>Gold Cost: 150</div>	<div>CyberwyvernVehicle (3)</div> <table><tr><td>Move: 25 cm</td><td>Save: 6+</td><td>CAF: +3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Autocannon</td><td>50cm</td><td>2d 5+ (-1)</td></tr></table> <div>Skimmer, Charge 25cm in random direction on Fall Back Order and attack first thing they encounter</div> <div>Break: +3Morale: 4</div> <div>Victory points: +2</div>	Move: 25 cm	Save: 6+	CAF: +3	Weapon	Range	Shoot	Autocannon	50cm	2d 5+ (-1)			
Move: 25 cm	Save: 4+	CAF: +1																						
Weapon	Range	Shoot																						
Big Shoota	50cm	2d 5+ (-1)																						
Move: 25 cm	Save: 6+	CAF: +3																						
Weapon	Range	Shoot																						
Autocannon	50cm	2d 5+ (-1)																						
<div>Gutrippa Squadron</div> <div> Goff </div> <div>3 Gutrippas</div> <div>Gold Cost: 100</div>	<div>GutrippaVehicle (3)</div> <table><tr><td>Move: 20 cm</td><td>Save: 3+</td><td>CAF: +4</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Blastacannon</td><td>50cm</td><td>1d 5+ (-2)</td></tr></table> <div>Turret</div> <div>Break: +2Morale: 4</div> <div>Victory points: +1</div>	Move: 20 cm	Save: 3+	CAF: +4	Weapon	Range	Shoot	Blastacannon	50cm	1d 5+ (-2)	<div>Squiggoth Mob</div> <div> Snakebite </div> <div>3 Squiggoths</div> <div>Gold Cost: 150</div>	<div>SquiggothVehicle (3)</div> <table><tr><td>Move: 10 cm</td><td>Save: 3+</td><td>CAF: +5</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Bombard</td><td>50cm</td><td>2d 4+ (0)</td></tr><tr><td>Swivel Guns</td><td>25cm</td><td>3d 5+ (0)</td></tr></table> <div>Scatters 2D6cm on death and any infantry it runs over is hit on 4+ with 0 TSM.</div> <div>Break: +2Morale: 4</div> <div>Victory points: +2</div>	Move: 10 cm	Save: 3+	CAF: +5	Weapon	Range	Shoot	Bombard	50cm	2d 4+ (0)	Swivel Guns	25cm	3d 5+ (0)
Move: 20 cm	Save: 3+	CAF: +4																						
Weapon	Range	Shoot																						
Blastacannon	50cm	1d 5+ (-2)																						
Move: 10 cm	Save: 3+	CAF: +5																						
Weapon	Range	Shoot																						
Bombard	50cm	2d 4+ (0)																						
Swivel Guns	25cm	3d 5+ (0)																						
<div>Lungbursta Squadron</div> <div> Goff </div> <div>3 Lungburstas</div> <div>Gold Cost: 100</div>	<div>LungburstaVehicle (3)</div> <table><tr><td>Move: 20 cm</td><td>Save: 3+</td><td>CAF: +1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Blastacannon</td><td>75cm</td><td>1d 5+ (-2)</td></tr></table> <div>Break: +2Morale: 4</div> <div>Victory points: +1</div>	Move: 20 cm	Save: 3+	CAF: +1	Weapon	Range	Shoot	Blastacannon	75cm	1d 5+ (-2)	<div>Trukk Squadron</div> <div>(Ork)</div> <div>5 Trukks</div> <div>Gold Cost: 100</div>	<div>TrukkVehicle (3)</div> <table><tr><td>Move: 30 cm</td><td>Save: 5+</td><td>CAF: +0</td></tr></table> <div>PD (1), OTV, Transport 2</div> <div>Break: +3Morale: 4</div> <div>Victory points: +1</div>	Move: 30 cm	Save: 5+	CAF: +0									
Move: 20 cm	Save: 3+	CAF: +1																						
Weapon	Range	Shoot																						
Blastacannon	75cm	1d 5+ (-2)																						
Move: 30 cm	Save: 5+	CAF: +0																						
<div>Scorcher Squadron</div> <div>Ork</div> <div>3 Scorchers</div> <div>Gold Cost: 50</div>	<div>ScorcherVehicle (3)</div> <table><tr><td>Move: 30 cm</td><td>Save: 6+</td><td>CAF: +1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Scorcher</td><td>ST</td><td>- 4+ (0)</td></tr></table> <div>Ignores Cover</div> <div>Break: +2Morale: 4</div> <div>Victory points: +1</div>	Move: 30 cm	Save: 6+	CAF: +1	Weapon	Range	Shoot	Scorcher	ST	- 4+ (0)	<div>Warbuggy Squadron</div> <div>Ork</div> <div>5 Warbuggies</div> <div>Gold Cost: 100</div>	<div>WarbuggyVehicle (3)</div> <table><tr><td>Move: 30 cm</td><td>Save: -</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Big Shoota</td><td>25cm</td><td>1d 5+ (0)</td></tr></table> <div>Tow</div> <div>Break: +3Morale: 4</div> <div>Victory points: +1</div>	Move: 30 cm	Save: -	CAF: +2	Weapon	Range	Shoot	Big Shoota	25cm	1d 5+ (0)			
Move: 30 cm	Save: 6+	CAF: +1																						
Weapon	Range	Shoot																						
Scorcher	ST	- 4+ (0)																						
Move: 30 cm	Save: -	CAF: +2																						
Weapon	Range	Shoot																						
Big Shoota	25cm	1d 5+ (0)																						

<div>Wartrak Squadron</div> <div>Ork</div> <div>5 Wartraks</div> <div>Gold  Cost: 100</div>	<div>Wartrak <small>Vehicle (3)</small></div> <table><tr><td>Move: 30 cm</td><td>Save: 6+</td><td>CAF: +1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Big Shoota</td><td>25cm</td><td>1d 5+ (0)</td></tr></table> <div>Tow</div> <div>Break: +3 Morale: 4</div> <div>Victory points: +1</div>	Move: 30 cm	Save: 6+	CAF: +1	Weapon	Range	Shoot	Big Shoota	25cm	1d 5+ (0)
Move: 30 cm	Save: 6+	CAF: +1								
Weapon	Range	Shoot								
Big Shoota	25cm	1d 5+ (0)								
<div>Mekboy Bubble Chukka Speedsta</div> <div>Ork</div> <div>Mekboy Bubble Chukka Speedsta</div> <div>Grants 2 kustom cards</div> <div></div> <div>Gold  Cost: 100</div>	<div>Mekboy Bubble Chukka Speedsta <small>Vehicle (3)</small></div> <table><tr><td>Move: 25cm +2D6</td><td>Save: 1/2/3+</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Bubble Chukka</td><td>50cm</td><td>-</td></tr></table> <div>one target (one weapon on Titan/ Praetorian) has 1/3 chance of hitting itself this turn (no shield, no to-hit, no scatter)</div> <div>Break: +1 Morale: 4</div> <div>Victory points: +1</div>	Move: 25cm +2D6	Save: 1/2/3+	CAF: +2	Weapon	Range	Shoot	Bubble Chukka	50cm	-
Move: 25cm +2D6	Save: 1/2/3+	CAF: +2								
Weapon	Range	Shoot								
Bubble Chukka	50cm	-								
<div>Mekboy Destrukta Rokkits Speedsta</div> <div>Ork</div> <div>Mekboy Destrukta Rokkits Speedsta</div> <div>Grants 2 kustom cards</div> <div></div> <div>Gold  Cost: 100</div>	<div>Destrukta Rokkits Speedsta <small>Vehicle (3)</small></div> <table><tr><td>Move: 30cm +2D6</td><td>Save: 1/2/3+</td><td>CAF: +3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Destrukta Rokkits</td><td>75cm</td><td>2-10SB # (-2)</td></tr></table> <div>No indirect fire, "Misfire" hits itself at -2 TSM</div> <div>Break: +1 Morale: 4</div> <div>Victory points: +1</div>	Move: 30cm +2D6	Save: 1/2/3+	CAF: +3	Weapon	Range	Shoot	Destrukta Rokkits	75cm	2-10SB # (-2)
Move: 30cm +2D6	Save: 1/2/3+	CAF: +3								
Weapon	Range	Shoot								
Destrukta Rokkits	75cm	2-10SB # (-2)								
<div>Mekboy Dragsta</div> <div>Ork</div> <div>Dragsta</div> <div>Grants 2 kustom cards</div> <div></div> <div>Gold  Cost: 100</div>	<div>Dragsta <small>Vehicle (3)</small></div> <table><tr><td>Move: 35cm +2D6</td><td>Save: 3+</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Deflector Shield</td><td>-</td><td>-</td></tr></table> <div>Special</div> <div>Break: +1 Morale: 4</div> <div>Victory points: +1</div>	Move: 35cm +2D6	Save: 3+	CAF: +2	Weapon	Range	Shoot	Deflector Shield	-	-
Move: 35cm +2D6	Save: 3+	CAF: +2								
Weapon	Range	Shoot								
Deflector Shield	-	-								
<div>Mekboy Kustom Kannon Speedsta</div> <div>Ork</div> <div>Mekboy Kustom Kannon Speedsta</div> <div>Grants 2 kustom cards</div> <div></div> <div>Gold  Cost: 100</div>	<div>Mekboy Kustom Kannon Speedsta <small>Vehicle (3)</small></div> <table><tr><td>Move: 30cm +2D6</td><td>Save: 1/2/3+</td><td>CAF: +3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Kustom Kannon</td><td>75cm</td><td>2-10d 5+ (-2)</td></tr></table> <div>"Misfire" hits itself at -2 TSM.</div> <div>Break: +1 Morale: 4</div> <div>Victory points: +1</div>	Move: 30cm +2D6	Save: 1/2/3+	CAF: +3	Weapon	Range	Shoot	Kustom Kannon	75cm	2-10d 5+ (-2)
Move: 30cm +2D6	Save: 1/2/3+	CAF: +3								
Weapon	Range	Shoot								
Kustom Kannon	75cm	2-10d 5+ (-2)								
<div>Mekboy Lifta-Droppa Speedsta</div> <div>Ork</div> <div>Mekboy Lifta-Droppa Speedsta</div> <div>Grants 2 kustom cards</div> <div></div> <div>Gold  Cost: 100</div>	<div>Mekboy Lifta-Droppa Speedsta <small>Vehicle (3)</small></div> <table><tr><td>Move: 20cm +2D6</td><td>Save: 1/2/3+</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Lifta Dropper</td><td>75cm</td><td>1d 4+ (-4)</td></tr></table> <div>Model dropped within 6cm + 2D6cm scatter and destroyed. Anything beneath is destroyed/ loses one shield if has no better save. Superheavy damages buildings (0TSM)</div> <div>Break: +1 Morale: 4</div> <div>Victory points: +1</div>	Move: 20cm +2D6	Save: 1/2/3+	CAF: +2	Weapon	Range	Shoot	Lifta Dropper	75cm	1d 4+ (-4)
Move: 20cm +2D6	Save: 1/2/3+	CAF: +2								
Weapon	Range	Shoot								
Lifta Dropper	75cm	1d 4+ (-4)								
<div>Hop-Splat Battery</div> <div>Ork</div> <div>5 Hop-Splat Gunz</div> <div>Gold  Cost: 150</div>	<div>Hop-Splat Gun <small>Light Artillery (1)</small></div> <table><tr><td>Move: 5 cm</td><td>Save: -</td><td>CAF: -3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Hop-Splat</td><td>50cm</td><td>1SB @ - (-1)</td></tr></table> <div>Go on First Fire Order if out of Nob command radius and shoot nearest visible enemy. Can't shoot and move, no indirect barrage. Place a template, a second one scatters 3D6cm, and third scatters from there 3D6cm. Can be unlimbered while towed.</div> <div>Break: +3 Morale: 4</div> <div>Victory points: +2</div>	Move: 5 cm	Save: -	CAF: -3	Weapon	Range	Shoot	Hop-Splat	50cm	1SB @ - (-1)
Move: 5 cm	Save: -	CAF: -3								
Weapon	Range	Shoot								
Hop-Splat	50cm	1SB @ - (-1)								
<div>Lobba Battery</div> <div>(Ork)</div> <div>5 Lobbas</div> <div>Gold  Cost: 100</div>	<div>Lobba <small>Light Artillery (1)</small></div> <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: -3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Goblin Chukka</td><td>50cm</td><td>2SB @ # (-1)</td></tr></table> <div>Break: +3 Morale: 4</div> <div>Victory points: +1</div>	Move: 10 cm	Save: -	CAF: -3	Weapon	Range	Shoot	Goblin Chukka	50cm	2SB @ # (-1)
Move: 10 cm	Save: -	CAF: -3								
Weapon	Range	Shoot								
Goblin Chukka	50cm	2SB @ # (-1)								

<div>Shokk Attack Gun Team</div> <div>Ork</div> <div>4 Shokk Attack Gunz</div> <div>Grants 2 kustom cards</div> <div></div> <div>Gold Cost: 100</div>	<div>Shokk Attack Gun</div> <div>Light Artillery (1)</div> <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: -1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Shokk Attack Gun</td><td>Los</td><td>-</td></tr></table> <div>Special</div> <div>Break: +2 Morale: 4</div> <div>Victory points: +1</div>	Move: 10 cm	Save: -	CAF: -1	Weapon	Range	Shoot	Shokk Attack Gun	Los	-	<div>Soopa Gun</div> <div>(Ork)</div> <div>Soopa Gun</div> <div>Grants 2 kustom cards</div> <div></div> <div>Gold Cost: 150</div>	<div>Soopa Gun</div> <div>Heavy Artillery (3)</div> <table><tr><td>Move: -</td><td>Save: 3+</td><td>CAF: +0</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Soopa Gun</td><td>150cm</td><td>1d 3+ (-4)</td></tr></table> <div>Independent, Penetrating +2</div> <div>Break: +1 Morale: 3</div> <div>Victory points: +2</div>	Move: -	Save: 3+	CAF: +0	Weapon	Range	Shoot	Soopa Gun	150cm	1d 3+ (-4)									
Move: 10 cm	Save: -	CAF: -1																												
Weapon	Range	Shoot																												
Shokk Attack Gun	Los	-																												
Move: -	Save: 3+	CAF: +0																												
Weapon	Range	Shoot																												
Soopa Gun	150cm	1d 3+ (-4)																												
<div>Zzap Gun Battery</div> <div>(Ork)</div> <div>5 Zzap Gunz</div> <div></div> <div>Gold Cost: 100</div>	<div>Zzap Gun</div> <div>Light Artillery (1)</div> <table><tr><td>Move: 15 cm</td><td>Save: -</td><td>CAF: -3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Cooka</td><td>50cm</td><td>1d 5+ (-D3)</td></tr></table> <div>Special</div> <div>Break: +3 Morale: 4</div> <div>Victory points: +1</div>	Move: 15 cm	Save: -	CAF: -3	Weapon	Range	Shoot	Cooka	50cm	1d 5+ (-D3)	<div>Traktor Kannon Battery</div> <div>Ork</div> <div>5 Traktor Kannon</div> <div></div> <div>Gold Cost: 75</div>	<div>Traktor Kannon</div> <div>Heavy Artillery (3)</div> <table><tr><td>Move: 15 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Traktor Cannon</td><td>50cm</td><td>1d 5+ (-1)</td></tr></table> <div>Special</div> <div>Break: +3 Morale: 4</div> <div>Victory points: +1</div>	Move: 15 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Traktor Cannon	50cm	1d 5+ (-1)									
Move: 15 cm	Save: -	CAF: -3																												
Weapon	Range	Shoot																												
Cooka	50cm	1d 5+ (-D3)																												
Move: 15 cm	Save: -	CAF: +0																												
Weapon	Range	Shoot																												
Traktor Cannon	50cm	1d 5+ (-1)																												
<div>Pulsa Rokkit Battery</div> <div>Ork</div> <div>3 Pulsa Rokkits</div> <div>Grants 2 kustom cards</div> <div></div> <div>Allowed only one per clan card purchased</div> <div>Gold Cost: 250</div>	<div>Pulsa Rokkit</div> <div>Heavy Artillery (3)</div> <table><tr><td>Move: 5 cm</td><td>Save: 4+</td><td>CAF: +0</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Pulsa Rokkit</td><td>-</td><td>-</td></tr></table> <div>Special</div> <div>Break: +2 Morale: 4</div> <div>Victory points: +3</div>	Move: 5 cm	Save: 4+	CAF: +0	Weapon	Range	Shoot	Pulsa Rokkit	-	-	<div>Rokkit Barrage</div> <div>(Ork)</div> <div>One Orbital Barrage Round</div> <div></div> <div>Gold Cost: 2 VP</div>	<div>Rokkit Barrage</div> <div>Flyer (3)</div> <table><tr><td>Move: -</td><td>Save: -</td><td>CAF: -</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Rokkits</td><td>Special</td><td>6SB 4+ (-2)</td></tr></table> <div>Costs 2 VP</div> <div>Break: - Morale: -</div> <div>Victory points: -</div>	Move: -	Save: -	CAF: -	Weapon	Range	Shoot	Rokkits	Special	6SB 4+ (-2)									
Move: 5 cm	Save: 4+	CAF: +0																												
Weapon	Range	Shoot																												
Pulsa Rokkit	-	-																												
Move: -	Save: -	CAF: -																												
Weapon	Range	Shoot																												
Rokkits	Special	6SB 4+ (-2)																												
<div>Squig Katapult Battery</div> <div> Snakebite </div> <div>3 Squig Katapults</div> <div></div> <div>Gold Cost: 100</div>	<div>Squig Katapult</div> <div>Heavy Artillery (3)</div> <table><tr><td>Move: 15 cm</td><td>Save: 3+</td><td>CAF: +1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Buzz Squig Swarm</td><td>50cm</td><td>- - (+1)</td></tr><tr><td>Tower Guns</td><td>25cm</td><td>2d 5+ (0)</td></tr></table> <div>Special</div> <div>Break: +2 Morale: 4</div> <div>Victory points: +1</div>	Move: 15 cm	Save: 3+	CAF: +1	Weapon	Range	Shoot	Buzz Squig Swarm	50cm	- - (+1)	Tower Guns	25cm	2d 5+ (0)	<div>Bomma Squadron</div> <div>Ork</div> <div>3 Bommas</div> <div></div> <div>Gold Cost: 300</div>	<div>Bomma</div> <div>Flyer (3)</div> <table><tr><td>Move: 75 cm</td><td>Save: 2+</td><td>CAF: +1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Kustom Shoota *</td><td>25cm</td><td>2-10d 5+ (-1)</td></tr><tr><td>Rokkits **</td><td>25cm</td><td>2-10SB # (-1)</td></tr><tr><td>Big shoota</td><td>25cm</td><td>4d 5+ (-1)</td></tr></table> <div>Flyer, Independent, * "Misfire" hits itself at -2 TSM, ** "Misfire" fails to fire</div> <div>Break: +2 Morale: 3</div> <div>Victory points: +3</div>	Move: 75 cm	Save: 2+	CAF: +1	Weapon	Range	Shoot	Kustom Shoota *	25cm	2-10d 5+ (-1)	Rokkits **	25cm	2-10SB # (-1)	Big shoota	25cm	4d 5+ (-1)
Move: 15 cm	Save: 3+	CAF: +1																												
Weapon	Range	Shoot																												
Buzz Squig Swarm	50cm	- - (+1)																												
Tower Guns	25cm	2d 5+ (0)																												
Move: 75 cm	Save: 2+	CAF: +1																												
Weapon	Range	Shoot																												
Kustom Shoota *	25cm	2-10d 5+ (-1)																												
Rokkits **	25cm	2-10SB # (-1)																												
Big shoota	25cm	4d 5+ (-1)																												

<div><div>Fighta-Bomma Squadron</div><div>Ork</div><div>3 Fighta-Bomma</div><div>Grants 2 kustom cards</div><div></div><div><div>Gold</div><div>Cost: 200</div></div></div>	<div><div>Fighta-Bomma</div><div>Flyer (3)</div><table><tr><td>Move: 100 cm</td><td>Save: 3+</td><td>CAF: +3</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Kustom Shoota *</td><td>25cm</td><td>2-10d 5+ (0)</td></tr><tr><td>Rokkits **</td><td>25cm</td><td>2-10SB # (-2)</td></tr></table><div>Flyer, Independant, * "Misfire" hits itself at -2 TSM, ** "Misfire" fails to fire</div><div><div>Break: +2</div><div>Morale: 3</div><div>Victory points: +2</div></div></div>	Move: 100 cm	Save: 3+	CAF: +3	Weapon	Range	Shoot	Kustom Shoota *	25cm	2-10d 5+ (0)	Rokkits **	25cm	2-10SB # (-2)	<div><div>Megga-Squlggoth</div><div>(Ork)</div><div>Mega-Squiggoth</div><div><div>Gold</div><div>Cost: 250</div></div></div>	<div><div>Megga-Squiggoth</div><div>Superheavy (4)</div><table><tr><td>Move: 15 cm</td><td>Save: 1+</td><td>CAF: +10</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Mega-Lobba</td><td>75cm</td><td>8SB 3+ (-2)</td></tr><tr><td>Shoota</td><td>25cm</td><td>4d 5+ (0)</td></tr></table><div>3 Wounds, OTV, Transport 6, everytime the Mega-Squiggoth loses a wound it must pass a morale check or immediately go on a rampage in a random direction. It will move its maximum charge distance and engage the first unit it encounters in Close Combat.</div><div><div>Break: Model</div><div>Morale: 4</div><div>Victory points: 3</div></div></div>	Move: 15 cm	Save: 1+	CAF: +10	Weapon	Range	Shoot	Mega-Lobba	75cm	8SB 3+ (-2)	Shoota	25cm	4d 5+ (0)
Move: 100 cm	Save: 3+	CAF: +3																									
Weapon	Range	Shoot																									
Kustom Shoota *	25cm	2-10d 5+ (0)																									
Rokkits **	25cm	2-10SB # (-2)																									
Move: 15 cm	Save: 1+	CAF: +10																									
Weapon	Range	Shoot																									
Mega-Lobba	75cm	8SB 3+ (-2)																									
Shoota	25cm	4d 5+ (0)																									
<div><div>Landa</div><div>(Ork)</div><div>Landa</div><div><div>Gold</div><div>Cost: 100</div></div></div>	<div><div>Landa</div><div>Flyer (3)</div><table><tr><td>Move: special</td><td>Save: 3+</td><td>CAF: +0</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Big Shootas</td><td>50cm</td><td>4d 4+ (-2)</td></tr><tr><td>Rokkits</td><td>50cm</td><td>4SB 5+ (-1)</td></tr></table><div>Deep Strike, Transport 7, Special</div><div><div>Break: +1</div><div>Morale: 3</div><div>Victory points: +1</div></div></div>	Move: special	Save: 3+	CAF: +0	Weapon	Range	Shoot	Big Shootas	50cm	4d 4+ (-2)	Rokkits	50cm	4SB 5+ (-1)	<div><div>Skullhamma</div><div>Ork</div><div>Skullhamma Battle Fortress</div><div><div>Gold</div><div>Cost: 100</div></div></div>	<div><div>Skullhamma</div><div>Superheavy (4)</div><table><tr><td>Move: 15 cm</td><td>Save: 1+</td><td>CAF: +4</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Blastacannon</td><td>75cm</td><td>2d 4+ (-2)</td></tr></table><div>Transport 5, Triple Speed On Charge, can always receive orders</div><div><div>Break: +1</div><div>Morale: -</div><div>Victory points: +1</div></div></div>	Move: 15 cm	Save: 1+	CAF: +4	Weapon	Range	Shoot	Blastacannon	75cm	2d 4+ (-2)			
Move: special	Save: 3+	CAF: +0																									
Weapon	Range	Shoot																									
Big Shootas	50cm	4d 4+ (-2)																									
Rokkits	50cm	4SB 5+ (-1)																									
Move: 15 cm	Save: 1+	CAF: +4																									
Weapon	Range	Shoot																									
Blastacannon	75cm	2d 4+ (-2)																									
<div><div>Supa Rokkit Trans'ort</div><div>Ork</div><div>Supa Trans'ort Rokkit Launcher</div><div><div>Gold</div><div>Cost: 50</div></div></div>	<div><div>Supa Transport Rokkit</div><div>Flyer (3)</div><table><tr><td>Move: special</td><td>Save: 5+</td><td>CAF: +0</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Shootas</td><td>15cm</td><td>3d 5+ (0)</td></tr></table><div>Transport 5, Special</div><div><div>Break: +1</div><div>Morale: -</div><div>Victory points: +1</div></div></div>	Move: special	Save: 5+	CAF: +0	Weapon	Range	Shoot	Shootas	15cm	3d 5+ (0)	<div><div>Stompas Mob</div><div>Ork</div><div>3 Stompas</div><div><div>Gold</div><div>Cost: 250</div></div></div>	<div><div>Stompa</div><div>Superheavy (4)</div><table><tr><td>Move: 10 cm</td><td>Save: 1+</td><td>CAF: +8</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Blastacannon</td><td>50cm</td><td>1d 3+ (-4)</td></tr></table><div>PD(4), Fearless</div><div><div>Break: +2</div><div>Morale: -</div><div>Victory points: +3</div></div></div>	Move: 10 cm	Save: 1+	CAF: +8	Weapon	Range	Shoot	Blastacannon	50cm	1d 3+ (-4)						
Move: special	Save: 5+	CAF: +0																									
Weapon	Range	Shoot																									
Shootas	15cm	3d 5+ (0)																									
Move: 10 cm	Save: 1+	CAF: +8																									
Weapon	Range	Shoot																									
Blastacannon	50cm	1d 3+ (-4)																									
<div><div>Gibletgrinda</div><div>Ork</div><div>Gibletgrinda Battle Fortress</div><div><div>Gold</div><div>Cost: 100</div></div></div>	<div><div>Gibletgrinda</div><div>Superheavy (4)</div><table><tr><td>Move: 15 cm</td><td>Save: 1+</td><td>CAF: +8</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Big Shoota</td><td>50cm</td><td>5d 5+ (-1)</td></tr></table><div>Deathroller, Transport 5, can always receive orders Armor All-Around</div><div><div>Break: +1</div><div>Morale: -</div><div>Victory points: +1</div></div></div>	Move: 15 cm	Save: 1+	CAF: +8	Weapon	Range	Shoot	Big Shoota	50cm	5d 5+ (-1)	<div><div>Supa Stompa</div><div>(Ork)</div><div>Supa Stompa</div><div><div>Gold</div><div>Cost: 300</div></div></div>	<div><div>Supa Stompa</div><div>Superheavy (4)</div><table><tr><td>Move: 10 cm</td><td>Save: 1+</td><td>CAF: +10</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Big Blasta</td><td>75cm</td><td>1d 3+ (-4)</td></tr><tr><td>Cannons</td><td>50cm</td><td>2d 5+ (-1)</td></tr></table><div>2 Power Fields, PD (4), Fearless</div><div><div>Break: +1</div><div>Morale: -</div><div>Victory points: +3</div></div></div>	Move: 10 cm	Save: 1+	CAF: +10	Weapon	Range	Shoot	Big Blasta	75cm	1d 3+ (-4)	Cannons	50cm	2d 5+ (-1)			
Move: 15 cm	Save: 1+	CAF: +8																									
Weapon	Range	Shoot																									
Big Shoota	50cm	5d 5+ (-1)																									
Move: 10 cm	Save: 1+	CAF: +10																									
Weapon	Range	Shoot																									
Big Blasta	75cm	1d 3+ (-4)																									
Cannons	50cm	2d 5+ (-1)																									

Gargant Weapons

<div><div>Battle Cannon Head</div><div>Great Gargant</div><div>Head</div><div>Quick-fire battle cannon mounted in the head. Head armor reduced by 1.</div><div><div>Gold</div><div>Cost: 65</div></div></div>	<div><div>Battle Cannon Head</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Battle Cannon Head</td><td>75cm</td><td>2d 4+ (-2)</td></tr></table><div>Head Armor reduced by 1</div></div>	Weapon	Range	Shoot	Battle Cannon Head	75cm	2d 4+ (-2)	<div><div>Gork Head</div><div>Great or Slasha Gargant</div><div>Head</div><div>To emphasize the Gargant idol-like nature, it is ornately designed. It also has an observation turret with Traktor Kannons as eyes.</div><div><div>Gold</div><div>Cost: 50</div></div></div>	<div><div>Gork Head</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Traktor Cannon Head</td><td>50cm</td><td>2d 4+ (-2)</td></tr></table><div>360 firing arc, add +1 to the Traktor Kannon table roll (i.e.destroyed on 5+). Orcs within 25cm ignore moral tests. If the head is destroyed, all orcs Mobz within 25cm must check moral (even if not broken).</div></div>	Weapon	Range	Shoot	Traktor Cannon Head	50cm	2d 4+ (-2)
Weapon	Range	Shoot													
Battle Cannon Head	75cm	2d 4+ (-2)													
Weapon	Range	Shoot													
Traktor Cannon Head	50cm	2d 4+ (-2)													
<div><div>Battle Cannon Turret</div><div>Great Gargant</div><div>Turret</div><div>Battle cannons represent a good long range weapon with armor penetrating capability.</div><div><div>Gold</div><div>Cost: 25</div></div></div>	<div><div>Battle Cannon Turret</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Battle Cannon Turret</td><td>75cm</td><td>1d 4+ (-2)</td></tr></table></div>	Weapon	Range	Shoot	Battle Cannon Turret	75cm	1d 4+ (-2)	<div><div>Mork Head</div><div>Great or Slasha Gargant</div><div>Head</div><div>To emphasize the Gargant idol-like nature, it is ornately designed. It also has a scorcher turret fitted on top.</div><div><div>Gold</div><div>Cost: 50</div></div></div>	<div><div>Mork Head</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Head With Scorcher</td><td>35cm</td><td>2d 3+ (0)</td></tr></table><div>360 firing arc and ignores cover. Orcs within 25cm ignore moral tests. If the head is destroyed, all orcs Mobz within 25cm must check moral (even if not broken).</div></div>	Weapon	Range	Shoot	Head With Scorcher	35cm	2d 3+ (0)
Weapon	Range	Shoot													
Battle Cannon Turret	75cm	1d 4+ (-2)													
Weapon	Range	Shoot													
Head With Scorcher	35cm	2d 3+ (0)													
<div><div>Flak Cannon</div><div>(Great or Slasha Gargant)</div><div>Turret / Arm</div><div>Heavy anti-aircraft cannons.</div><div><div>Gold</div><div>Cost: 35</div></div></div>	<div><div>Flak Cannon</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Flak Cannon</td><td>50cm</td><td>2d 5+ (-1)</td></tr></table><div>Anti-Aircraft, Always on First Fire against flyers.</div></div>	Weapon	Range	Shoot	Flak Cannon	50cm	2d 5+ (-1)	<div><div>Deth Cannon</div><div>Slasha Gargant</div><div>Arm</div><div>This weapon is to deal with heavily armed targets like titans and others.</div><div><div>Gold</div><div>Cost: 85</div></div></div>	<div><div>Deth Cannon</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Deth Cannon</td><td>100cm</td><td>1d 3+ (-3)</td></tr></table><div>Penetrating +2</div></div>	Weapon	Range	Shoot	Deth Cannon	100cm	1d 3+ (-3)
Weapon	Range	Shoot													
Flak Cannon	50cm	2d 5+ (-1)													
Weapon	Range	Shoot													
Deth Cannon	100cm	1d 3+ (-3)													
<div><div>Cluster Buster</div><div>Slasha Gargant</div><div>Centerline</div><div>This weapon consists of a long armor piercing gun surrounded by several smaller rapid-fire guns that fire in a tight cluster.</div><div><div>Gold</div><div>Cost: 65</div></div></div>	<div><div>Cluster Buster</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Cluster Buster</td><td>75cm</td><td>1d 4+ (-2)</td></tr></table><div>Regardless of the main gun hits or not, place a barrage template centered over the target and roll To-Hit (from the smaller cluster guns) against targets under the template at 0 TSM. If the target is superheavy or larger roll To-Hit 6 times.</div></div>	Weapon	Range	Shoot	Cluster Buster	75cm	1d 4+ (-2)	<div><div>Gatling Cannon</div><div>Great Gargant</div><div>Arm</div><div>This is a rapid-fire multi-barreled gun commonly mounted on Great Gargants. Due to the huge expenditures of ammunition only one of these may be fitted per Great Gargant.</div><div><div>Gold</div><div>Cost: 75</div></div></div>	<div><div>Gatling Cannon</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Gatling Cannon</td><td>50cm</td><td>8d 5+ (-1)</td></tr></table></div>	Weapon	Range	Shoot	Gatling Cannon	50cm	8d 5+ (-1)
Weapon	Range	Shoot													
Cluster Buster	75cm	1d 4+ (-2)													
Weapon	Range	Shoot													
Gatling Cannon	50cm	8d 5+ (-1)													

<div><div>GutBuster Mega-Cannon</div><div>Great or Slasha Gargant</div><div>Centerline</div><div>This is a huge cannon with low fire rate that may fire an array of specialized ammunition.</div><div><div>Gold</div><div>Cost: 100</div></div></div>	<div><div>GutBuster Mega-Cannon</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Ball</td><td>100cm</td><td>Template Auto (-4)</td></tr><tr><td>Chain</td><td>75cm</td><td>1d 3+ NA</td></tr><tr><td>Explosive</td><td>100cm</td><td>8BP 3+ (+1)</td></tr></table><div>It is loaded one shot at a time so the Ork player must state (or write down) what type of shot is loaded at the start of the turn. This weapon, due to its lengthy loading process, can only be fired once every other turn.</div></div>	Weapon	Range	Shoot	Ball	100cm	Template Auto (-4)	Chain	75cm	1d 3+ NA	Explosive	100cm	8BP 3+ (+1)	<div><div>Scorcher Turret</div><div>Great Gargant</div><div>Turret</div><div>These turrets fire long gout of flame that ignores cover modifiers.</div><div><div>Gold</div><div>Cost: 15</div></div></div>	<div><div>Scorcher Turret</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Scorcher Turret</td><td>35cm</td><td>2d 3+ (0)</td></tr></table><div>Ignores Cover</div></div>	Weapon	Range	Shoot	Scorcher Turret	35cm	2d 3+ (0)
Weapon	Range	Shoot																			
Ball	100cm	Template Auto (-4)																			
Chain	75cm	1d 3+ NA																			
Explosive	100cm	8BP 3+ (+1)																			
Weapon	Range	Shoot																			
Scorcher Turret	35cm	2d 3+ (0)																			
<div><div>Magnum Mega-Cannon</div><div>Great Gargant</div><div>Arm</div><div>This is an enormous gun fitted on the lower arm mounts with low fire rate, that may fire two different types of ammunition.</div><div><div>Gold</div><div>Cost: 85</div></div></div>	<div><div>Magnum Mega-Cannon</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Klanger</td><td>100cm</td><td>1d 3+ (-3)</td></tr><tr><td>Banger</td><td>75cm</td><td>8BP 3+ (0)</td></tr></table><div>It is loaded one shot at a time so the Ork player must state (or write down) what type of shot is loaded at the start of the turn. This weapon, due to its lengthy loading process, can only be fired once every other turn. Barrage may not indirect fire</div></div>	Weapon	Range	Shoot	Klanger	100cm	1d 3+ (-3)	Banger	75cm	8BP 3+ (0)	<div><div>Slasha Attack Gun</div><div>Slasha Gargant</div><div>Arm</div><div>This weapon has a high rate of fire and shoots hefty explosives hells. Due to the prodigious amounts of ammunition it consumes only one per model may be fitted.</div><div><div>Gold</div><div>Cost: 75</div></div></div>	<div><div>Slasha Attack Gun</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Slasha Attack Gun</td><td>50cm</td><td>5d 4+ (-2)</td></tr></table></div>	Weapon	Range	Shoot	Slasha Attack Gun	50cm	5d 4+ (-2)			
Weapon	Range	Shoot																			
Klanger	100cm	1d 3+ (-3)																			
Banger	75cm	8BP 3+ (0)																			
Weapon	Range	Shoot																			
Slasha Attack Gun	50cm	5d 4+ (-2)																			
<div><div>Observation Turret</div><div>Great Gargant</div><div>Shoulder Turret</div><div>The turret is packed with all sorts of Orky devices to enable the Gargant crew to target the enemy better.</div><div><div>Gold</div><div>Cost: 50</div></div></div>	<div><div>Observation Turret</div><div>Adds +1 to all To-Hit rolls versus one target</div></div>	<div><div>Snapper</div><div>Great or Slasha Gargant</div><div>Centerline</div><div>This weapon is a mechanical jaw powered by a reinforced boiler in the Gargants Belly. It can destroy buildings, and provides the Gargant with extra movement.</div><div><div>Gold</div><div>Cost: 25</div></div></div>	<div><div>Snapper</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Snapper</td><td>Special</td><td>- 2+ (0)</td></tr></table><div>Use special triangular template. Can do a Grab Attack at +2 in Close Combat. Destroys Building with -4 modifier. Move: +1D6cm move on Advance, +3D6cm on Charge</div></div>	Weapon	Range	Shoot	Snapper	Special	- 2+ (0)												
Weapon	Range	Shoot																			
Snapper	Special	- 2+ (0)																			
<div><div>Ripper Fist</div><div>Great or Slasha Gargant</div><div>Arm</div><div>This is a motorized saw blade with a huge cannon attached to it.</div><div><div>Gold</div><div>Cost: 65</div></div></div>	<div><div>Ripper Fist</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Ripper Fist</td><td>75cm</td><td>2d 4+ (-2)</td></tr></table><div>+1D6 CAF, Penetrating +2. May not be used as a Close Combat weapon and a ranged weapon in the same turn.</div></div>	Weapon	Range	Shoot	Ripper Fist	75cm	2d 4+ (-2)	<div><div>Suppa Lifta-Droppa</div><div>Great or Mekboy Gargant</div><div>Shoulder</div><div>This weapons can lift non praetorian/ titan model, and throw them at other targets.</div><div><div>Gold</div><div>Cost: 75 / 0</div></div></div>	<div><div>Suppa Lifta-Droppa</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Suppa Lifta-Droppa</td><td>75cm</td><td>Template 4+ (-4)</td></tr></table><div>Hit models are dropped within 6cm, with a 2d6cm scatter, and is destroyed. Anything it lands on is destroyed unless it's saving throw is better than that of the model that fell on it (or loses one shield). Buildings can be damaged if hit by a superheavy (save with no modifier)</div></div>	Weapon	Range	Shoot	Suppa Lifta-Droppa	75cm	Template 4+ (-4)						
Weapon	Range	Shoot																			
Ripper Fist	75cm	2d 4+ (-2)																			
Weapon	Range	Shoot																			
Suppa Lifta-Droppa	75cm	Template 4+ (-4)																			

<div><div>Magna Kannon</div><div>(Great or Slasha Gargant)</div><div>Arm</div><div>Long range anti-aircraft cannon.</div><div><div>Gold</div><div>Cost: 50</div></div></div>	<div><div>Magna Kannon</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Magna Kannon</td><td>LoS</td><td>1d 5+ (0)</td></tr></table><div>Anti-Aircraft, Always on First Fire against flyers</div></div>	Weapon	Range	Shoot	Magna Kannon	LoS	1d 5+ (0)
Weapon	Range	Shoot					
Magna Kannon	LoS	1d 5+ (0)					
<div><div>Buzz Saw Arm</div><div>Mekboy Gargant</div><div>Arm</div><div>This is a Close Combat weapon that adds +D6 CAF and also +2 to the damage roll. This weapon also has a ranged weapon.</div><div><div>Gold</div><div>Cost: 0</div></div></div>	<div><div>Buzz Saw Arm</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Buzz Saw Arm</td><td>50cm</td><td>3d 5+ (-1)</td></tr></table><div>+D6 CAF, Penetrating +2 in CC. Close Combat or Shoot</div></div>	Weapon	Range	Shoot	Buzz Saw Arm	50cm	3d 5+ (-1)
Weapon	Range	Shoot					
Buzz Saw Arm	50cm	3d 5+ (-1)					
<div><div>Krusher Arm</div><div>Mekboy Gargant</div><div>Arm</div><div>This is a Close Combat weapon designed to knock down buildings and smash Titans, with an attached ranged weapon.</div><div><div>Gold</div><div>Cost: 0</div></div></div>	<div><div>Krusher Arm</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Krusher Arm</td><td>50cm</td><td>2d 5+ (0)</td></tr></table><div>+D6 CAF, Penetrating +2 in CC. Close Combat or Shoot</div><div>Choose between: 1) Shoot. Can also Destroy Buildings with -4 modifier 2) A Grab Attack at +1 against a Titan or a Gargant. 3)Throw an enemy vehicle up to 10cm. Pick a location and scatter 2d6cm. Falling victim is always destroyed, and any thing it lands on is destroyed unless it's saving throw is better than the model that fell on it.</div></div>	Weapon	Range	Shoot	Krusher Arm	50cm	2d 5+ (0)
Weapon	Range	Shoot					
Krusher Arm	50cm	2d 5+ (0)					
<div><div>Deluxe Kustom Kannon</div><div>Mekboy Gargant</div><div>Arm</div><div>This heavy weapon has a random number of shots.</div><div><div>Gold</div><div>Cost: 0</div></div></div>	<div><div>Deluxe Kustom Kannon</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Deluxe Kustom K.</td><td>50cm</td><td>Varies 4+ (-2)</td></tr></table><div>Roll artillery die for number of shots, a Misfire means an immediate roll on the weapons damage table.</div></div>	Weapon	Range	Shoot	Deluxe Kustom K.	50cm	Varies 4+ (-2)
Weapon	Range	Shoot					
Deluxe Kustom K.	50cm	Varies 4+ (-2)					

<div><div>Augmented GutBuster</div><div>Great Gargant</div><div>Centerline</div><div>This is a huge cannon with low fire rate that may fire an array of specialized ammunition. This version has extra weapons to fire while reloading the main gun.</div><div><div>Gold</div><div>Cost: 150</div></div></div>	<div><div>GutBuster Mega-Cannon</div><table><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Ball</td><td>100cm</td><td>Template Auto (-4)</td></tr><tr><td>Chain</td><td>75cm</td><td>1d 3+ NA</td></tr><tr><td>Explosive</td><td>100cm</td><td>8BP 3+ (+1)</td></tr><tr><td>Augment. Gutbuster *</td><td>75cm</td><td>3d 4+ (-2)</td></tr></table><div>It is loaded one shot at a time so the Ork player must state (or write down) what type of shot is loaded at the start of the turn. This weapon, due to its lengthy loading process, can only be fired once every other turn.* Can be fired only while reloading</div></div>	Weapon	Range	Shoot	Ball	100cm	Template Auto (-4)	Chain	75cm	1d 3+ NA	Explosive	100cm	8BP 3+ (+1)	Augment. Gutbuster *	75cm	3d 4+ (-2)
Weapon	Range	Shoot														
Ball	100cm	Template Auto (-4)														
Chain	75cm	1d 3+ NA														
Explosive	100cm	8BP 3+ (+1)														
Augment. Gutbuster *	75cm	3d 4+ (-2)														