

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Mekboy Big Boss	CH	n/a	n/a	n/a	n/a	Big Choppa	(bc)	Assault Weapons, EA(+1), MW	<i>Supreme Commander</i>
						Kustom Blasta	(15cm)	Small Arms, EA(+1), MW	
Oddboy	CH	n/a	n/a	n/a	n/a	0-1x Supa-Zzap-Gun	60cm	MW3+, TK(D3)	<i>Replace one Big Gun weapon with either a Supa Zzap-Gun or a Soopagun.</i>
						0-1x Soopagun	60cm	2BP, MW	
Big Gunz	INF	10cm	n/a	6+	5+	Big Gun	45cm	AP5+/AT5+	
Boyz	INF	15cm	6+	4+	6+	Big Shoota	30cm	AP6+/AT6+	
Grotz	INF	15cm	-	6+	6+	Shootas	(15cm)	Small Arms	<i>Expendable. Formations that include at least one ork unit don't count Grot units that are lost in an assault when working out who has won the combat.</i>
Nobz	INF	15cm	4+	3+	5+	Big Shoota	30cm	AP6+/AT6+	<i>Leader</i>
						Big Choppas	(bc)	Assault Weapons, EA(+1)	
Deth Kopta	LV	35cm	4+	6+	5+	Twin Big Shoota	30cm	AP5+/AT6+	<i>Skimmer</i>
Dreadnought	AV	15cm	4+	4+	5+	2x Big Shoota	30cm	AP6+/AT6+	<i>Walker</i>
						Kombat Klaws	(bc)	Assault Weapons, EA(+1), MW	
Flakwagon	AV	30cm	5+	5+	5+	Flak Gun	30cm	2x AP6+/AT6+/AA6+	<i>Transport (one of the following units: Big Gunz, Boyz, Grotz, Nobz)</i>
Killa Kan	AV	15cm	5+	5+	6+	Big Shoota	30cm	AP6+/AT6+	<i>Walker</i>
						Kombat Klaws	(bc)	Assault Weapons, EA(+1), MW	
Stompa	AV	15cm	4+	4+	4+	2-3x Big Gun	45cm	AP5+/AT5+	<i>Reinforced Armour, Walker. Armed with either three Big Guns, or two Big Guns and a Kombat Ammer.</i>
						0-1x Kombat 'Ammer	30cm	AP5+/AT6+	
						and	(bc)	Assault Weapons, EA(+1), MW	
Battlefortress	WE	30cm	4+	4+	4+	4x Twin Big Shootas	30cm	AP5+/AT6+	<i>DC3, Transport (eight of the following units: Big Gunz, Boyz, Grotz, Nobz; only one of the eight units may be a Big Gun; plus four units of Grotz). Critical Hit Effect: Move the unit D6cm in a random direction, all units under it suffers a hit. The unit is destroyed, all units on board are destroyed unless they roll a 6+.</i>
						Big Gun	45cm	AP5+/AT5+	
Gargant	WE	15cm	4+	3+	3+	Gaze of Mork	30cm	MW4+, TK	<i>D3+3 Power Fields. DC8, Fearless, Reinforced Armour, Walker, Armed with three Gargant Weapons. Critical Hit Effect: The unit catches fires. Roll a D6 for each fire burning on the unit in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5-6 the fire is put out. Any fires not put out cause one point of damage.</i>
Great Gargant	WE	15cm	4+	3+	3+	Gaze of Mork	30cm	MW4+, TK	<i>D6+6 Power Fields. DC12, Fearless, Reinforced Armour, Walker. Armed with three Gargant Weapons. Critical Hit Effect: The unit catches fires. Roll a D6 for each fire burning on the unit in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5-6 the fire is put out. Any fires not put out cause one point of damage.</i>
						2x Big Gun	45cm	AP5+/AT5+	

Mega Gargant	WE	15cm	5+	3+	4+	Gaze of Mork	30cm	MW4+, TK	<i>D6+6 Power Fields. DC16, Fearless, Reinforced Armour, Walker, Transporta Kustom Upgrade. Critical Hit Effect: The unit catches fires. Roll a D6 for each fire burning on the unit in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5-6 the fire is put out. Any fires not put out cause one point of damage.</i>
						2x Supa-Zzap-Gun	60cm	MW3+, TK(D3)	
						Soopagunz	60cm	8BP, FxF, MW	
						Mega Kannon	75cm	2BP, FxF, MW	
						2x Grot Guided Mega Missi Unlimited		MW3+, TK(D3), One Shot, Indirect	
						2x Kombat Arms	(bc)	Assault Weapons, EA(+1), MW, TK(D6)	
		Flakka Dakka	30cm	D3+1xAA6+					
Supa-Stompa	WE	15cm	4+	4+	4+	Gaze of Mork	30cm	MW4+, TK	<i>D3 Power Fields, DC4, Fearless, Reinforced Armour, Walker. Armed with either three Soopaguns, or two soopaguns and a Mega-Choppa. Critical Hit Effect: The unit suffers a -1 to hit modifier for the rest of the game.. Subsequent critical hits cause an extra point of damage.</i>
						2-3x Soopagun	60cm	2BP, FxF, MW	
						0-1x Mega-Choppa	45cm	AP5+/AT5+, FxF	
						and	(bc)	Assault Weapons, EA(+1), TK(D3)	
Fighta Bommer	AC	Fighter-Bomber	6+	n/a	n/a	Heavy Shootas	15cm	AP5+/AA5+	
						Tankbusta Rokkits	30cm	AT4+	
Ork Bommer	AC/WE	Bomber	5+	n/a	n/a	Gun Turrets	15cm	D3+3x AP5+/AA6+	<i>DC2, Reinforced Armour. Critical Hit Effect: The unit is destroyed.</i>
						Blasta Bombs	15cm	D3+1BP FxF	