

# Gobgutz Badfang's Stompy Onslaught

Badfang's army has a strategy rating of 3. All Ork formations have an initiative rating of 3+.

The army receives one free Warlord Character that may be added to any unit in the army except aircraft.

TYPE	CORE UNITS	NOR- MAL	BIG	'UGE	EXTRAS
Warband	Two Nobz and six Boyz and two Grotz	200	350	500	<p>Any number of the following for 25pts each: Boyz unit (and one free Grotz unit), Big Gunz, Killa Kan.</p> <p>Any number of the following for +35pts each: Dreadnought, Flakwagon</p> <p>Any number of Mega Dreads for +50pts each.</p> <p>0-2 Nobz for +35pts each. (Upgrade any number of Nobz units to Meganobz units for +15pts each)</p> <p>0-1 Oddboy for 50pts</p> <p>Any number of Kustom Stompas for +175pts each.</p> <p>Any number of Mekboy Stompas for +250pts each.</p>
Stormboy Warhorde	Six Stormboyz units	150	—	—	None
Kommando Warband	Six Kommando units	125	—	—	<p>Any number of the following for +35pts each: Deth Koptas, Flakwagon</p> <p>Any number of Warkopters for +50pts each.</p> <p>Any number of Kustom Stompas for +175pts each.</p>
Mekboy Gunzmob	Five Big Gunz	125	225	325	<p>Any number of Big Gunz for +25pts each:</p> <p>Any number of Flakwagonz for +35pts each</p> <p>0-1 Nobz unit for +35pts (Upgrade Nobz unit to Meganobz unit for +25pts)</p> <p>Any number of Kustom Stompas for +175pts each.</p> <p>0-1 Oddboy for +50pts</p>
Mekboy Dreadzmob	Four Dreadnoughts and four Killa Kans  <b>OR</b>  Four Mega Dreads	225	400	525	<p>Any number of Killa Kans for +25pts each.</p> <p>Any number of the following for +35pts each: Dreadnought, Flakwagon</p> <p>Any number of Mega Dreads for +50pts each.</p> <p>0-1 Oddboy for +50pts</p>
Fighta Squadron	Three Fighta-Bommers	150	—	—	0-6 Fighta-Bommers for +50pts each
Bommer	One Ork Bommer	200	—	—	None
Krooza	One Killkrooza	150	n/a	n/a	May be upgraded to a Battlekrooza for +50pts
Gargant	One Gargant	650	—	—	None
Great Gargant	One Great Gargant	850	—	—	None

# Sun-Tzork's Grotling Waaaaaagh!

Sun-Tzork's Grotling Waaaaaagh! has a strategy rating of D6 (Randomise each time Strategy Ratings are checked! ).

All formations have an initiative rating of 3+.

TYPE	CORE UNITS	NORMAL	BIG	'UGE	EXTRAS
<b>0-1 Da Boss' Warband</b>	One Ork Mega Grot Warboss, six Grot Gunnaz, six Grot Stabberz.	275	—	—	Add any number of the following for +15 pts each: Grot Gunnerz Grot Stabberz  Up to one Weirdboy for +50 pts
<b>Grotling Warband</b>	One Ork Boyz, six Grot Gunnaz, six Grot Stabberz.	175	325	475	Add any number of the following for 15 pts each: Grot Gunnerz Grot Stabberz  Up to one Weirdboy for +50 pts
<b>Soopagunz Mob</b>	Five Big Gunz	125	225	325	Up to one Oddboy for +50 pts Up to one Weirdboy for +50 pts
<b>Grot Launchers</b>	Five Grot Bomb Launchers	125	225	325	None
<b>Grot Tank Mob</b>	Eight Grot Tanks	150	250	350	Add any number of Mega Grot Tanks for +50 pts each
<b>Gargant Mob</b>	Four Dreadnoughts and four Killa Kans	225	400	525	Up to one Mega Dreadnought for +50 pts
<b>Great Gargant Mob</b>	Four Mega Dreads	225	400	525	Any number of Killa Kans for +25pts each.  Any number of the following for +35pts each: Dreadnought  Any number of Mega Dreads for +50pts each.  0-1 Oddboy for 50pts
<b>Mega Gargant Mob</b>	One Kustom Stompa	250	—	—	None

## The epic tale of Sun-Tzork!

Sun-Tzork was a hopeless case, or so his Tribe commonly believed; Instead of finding the biggest, noisiest, fastest, Orkiest method of helping to fight neighbouring Tribes like any normal Greenskin, Sun-Tzork pursued a different 'est'...

Sun-Tzork was obsessed with being 'Da smartest'.

For years, while his Tribe lost battle after battle, Sun-Tzork worked on a tactical opus of unsurpassed greatness which he named 'Da Smart of Waaa!'. Within its unevenly folded pages, Sun-Tzork constructed a foolproof method of making war just as all-encompassing (In its own Orky way) as the Codex Astartes of the Imperium of Man. It was eventually completed not a moment too soon.

Defeated a final time in battle, most of the Warbands of Sun-Tzork's tribe lay down their gunz and swore to fight for their conqueror, Warboss Freeteef (So named because he was so rich, for every tooth his enemies had, he had three times as many, all kept in a huge pile which he used to cover his enemies!). Those Boyz who demanded Warboss Freeteef prove himself a final time before they would serve him trickled home to their village to make their last stand, where they were met by the determined Sun-Tzork.

Quickly taking control of the depleted Warbands in the usual manner observed amongst Orks (Big fists and a loud voice), Sun-Tzork efficiently split up his Tribe's few remaining Boyz and placed them in charge of huge bands of Grots (The Tribe's one resource which remained in plentiful supply), as dictated by his tactical manual. Scraping together a selection of slower Dreadnoughts and Stompas which had been left behind by the Tribe on its ill-fated last attack, Sun-Tzork rallied his troops and marched to war.

Soon, Warboss Freeteef's army arrived to face the depleted tribe, and Sun-Tzork's first battle as a Warboss began. Over the following fifty-eight hours, endless waves of Grots (herded into battle by confused Ork Boyz handlers) assaulted Warboss Freeteef's army; thousands were cut down as they charged, but thousands more hopped and giggled their way towards the fighting. All the while the Shokk Attack units of the Big Gunz formations teleported scores more Grots directly into the heart of Freeteef's army.

When the insane din of the battle finally died down, Sun-Tzork found himself victorious, his precious 'Smart of Waa!' vindicated at last with the ultimate tribute; Warboss Freeteef laid down his guns and swore to fight for the military genius who had defeated his grand tribe.

Within months, Sun-Tzork ruled his entire planet, and within three years ships packed with Orks from his expanded tribe were spreading throughout surrounding star systems. Although he came into command of far more 'conventional' Ork armies after conquering his planet, Sun-Tzork never forgot his surprise use of Grots during his first battle, or his 'Smart of Waa!', and he was to use both many times during his long career as a Warboss.

## Harley Orkison's Speed Freaks Clan

Orkison's army has a strategy rating of 3. All Ork formations have an initiative rating of 3+.

The army receive one free Mekboy Bad Ork Bikerboy unit that may be added to any formation in the army.

TYPE	CORE UNITS	NORMAL	BIG	'UGE	EXTRAS
Speed Freak Warband	One Nob, Three Boyz, and four Trukks.  Plus any four of the following units: Buggies, Warbikes, Skorchas.	200	375	550	Any number of the following for 25pts each: Boyz unit (and one free Trukk), Buggies, Stormboyz, Warbikes, Skorchas, Big Gunz.  Any number of the following for +35pts each: Battlewagonz, Deth Koptas, Flakwagonz, Gunwagonz.  0-1 Nobz (and one free Trukk) for +25pts  0-1 Mekboy Speedsta for +50pts
Kult of Speed	Any eight of the following units: Buggies, Warbikes, Skorchas	200	350	500	Any number of the following for 25pts each: Buggies, Warbikes, Skorchas  Any number of the following for +35pts each: Deth Koptas, Flakwagonz, Gunwagonz.  0-1 Mekboy Speedsta for +50pts
Warbike Outriders	Five Warbike units	150	250	350	No extra units allowed. All units receive the scout ability for no extra cost.
Blitz Brigade	Any four of the following units: Gunwagonz, Deth Koptas, Flakwagonz.	150	250	350	Any number of the following for +25pts each: Buggies, Warbikes, Skorchas  Any number of the following for +35pts each: Battlewagonz, Deth Koptas, Flakwagonz  0-1 Mekboy Speedsta for +50pts  0-1 Gunfortress for +135pts
Fighta Squadron	Three Fighta-Bommers	150	—	—	0-6 Fighta-Bommers for +50pts each
Landa	One Landa	200	—	—	None
Krooza	One Killkrooza	150	n/a	n/a	May be upgraded to a Battlekrooza for +50pts
Fortress Mob	Any two of the following: Battlefortress, Gunfortress	275	475	675	Any number of Boyz units for +25pts each  Any number of Flakwagonz for +35pts each  0-1 Battlefortress for +100pts  0-1 Gunfortress for +125pts

## Kolonel Sandorks' Blood Axe Clan

Sandorks' army has a strategy rating of 3. All Ork formations have an initiative rating of 3+.

The army receives one free Warlord Character that may be added to any unit in the army except aircraft.

TYPE	CORE UNITS	NORMAL	BIG	'UGE	EXTRAS
Warband	Two Nobz and six Boyz and two Grotz	200	350	500	<p>Any number of the following for 25pts each: Boyz unit (and one free Grotz unit), Stormboyz, Kommandos, Buggies, Warbikes, Skorchas, Big Gunz.</p> <p>Any number of the following for +35pts each: Battlewagonz, Deth Koptas, Flakwagonz, Gunwagonz, Lobbawagonz</p> <p>Any number of Warkoptas for +50pts each Any number of Big Wagons for +75pts each Any number of Mega Warkoptas for +125pts each Any number of Gunfortresses for +135pts each</p> <p>0-2 Nobz for +35pts each. (Upgrade any number of Nobz units to Meganobz units for +25pts each)</p> <p>0-1 Oddboy for +50pts</p>
Stormboy Warhorde	Six Stormboyz units	150	—	—	<p>Any number of the following for +25pts each: Stormboyz, Kommandos, Buggies, Warbikes, Skorchas</p> <p>Any number of Deth Koptas for +35pts each. Any number of Warkoptas for +50pts each Any number of Mega Warkoptas for +125pts each</p>
Kommando Warband	Six Kommando units	125	—	—	<p>Any number of the following for +25pts each: Stormboyz, Kommandos</p> <p>Any number of the following for +35pts each: Battlewagonz, Deth Koptas, Flakwagonz</p> <p>Any number of Deth Koptas for +35pts each. Any number of Warkopters for +50pts each.</p>
Airborne Kult of Speed	Six Deth Koptas	200	350	500	<p>Any number of the following for 50pts each: Two Kommando units, One Warkopter</p> <p>0-2 Nobz for +35pts each.</p>
Blitz Brigade	Any four of the following units: Gunwagonz, Flakwagonz, Lobbawagonz	150	250	350	<p>Any number of the following for +25pts each: Buggies, Warbikes, Skorchas</p> <p>Any number of the following for +35pts each: Battlewagonz, Deth Koptas, Flakwagonz, Lobbawagonz</p> <p>Any number of Big Wagons for +75pts each</p> <p>0-1 Oddboy for +50pts 0-1 Gunfortress for +135pts</p>
Tankaz	Three Big Wagonz	225	425	625	<p>Any number of the following for +35pts each: Battlewagonz, Deth Koptas, Flakwagonz, Lobbawagonz</p> <p>Any number of Big Wagons for +75pts each</p> <p>0-1 Oddboy for +50pts 0-1 Gunfortress for +135pts</p>
Mekboy Gunzmob	Five Big Gunz or Lobbaz	125	225	325	<p>Any number of the following for +25pts each: Big Gunz, Lobbaz</p> <p>Any number of the following for +35pts each: Battlewagonz, Flakwagonz</p> <p>0-2 Nobz for +35pts each. (Upgrade any number of Nobz units to Meganobz units for +25pts each) 0-1 Oddboy for +50pts</p>
Fighta Sqwadron	Three Fighta-Bommers	150	—	—	0-6 Fighta-Bommers for +50pts each
Bommer	One Ork Bommer	200	—	—	None
Krooza	One Killkrooza	150	n/a	n/a	May be upgraded to a Battlekrooza for +50pts
Gargant	One Gargant	650	—	—	None
Great Gargant	One Great Gargant	850	—	—	None

## Albork Orkstein's Gargant Bigmob

Gargant Bigmob armies have a strategy rating of 3. All formations have an initiative rating of 3+.

The army receives one free Mekboy Big Boss that may be added to any Great or Mega Gargant in the army.

Each Gargant Mob used allows the player to select up to three other non-Gargant formations.

Up to one third of the army's points cost may be spent on Drop Rokks, Fighta Sqwadrons, Bommers, and Spacecraft.

TYPE	CORE UNITS	NORMAL	BIG	‘UGE	EXTRAS
Gargant Mob	One Mega Gargant One Great Gargant One Gargant	1050 850 650	-	-	Any number of Killa Kans or Big Gunz for +25pts each. Any number of Dreadnoughts or Deth Koptas for +35pts each.  0-1 Kustom Upgrade for free 0-1 Big Kustom Upgrade for +50pts  Mega Gargants may not take Kustom or Big Kustom Upgrades.
Supa Stompa Mob	One Supa Stompa	325	600	875	Any number of Killa Kans or Big Gunz for +25pts each. Any number of Dreadnoughts or Deth Koptas for +35pts each.  0-1 Kustom Upgrade for free 0-1 Big Kustom Upgrade for +50pts
Loota Warband	Six Boyz, Two Grots, Two Big Gunz, One Nobz	200	350	500	0-1 Nobz unit for +35pts  Any number of the following for +35pts each: Battlewagonz, Flakwagonz  0-1 Oddboy for +50pts  0-1 Battlefortress for +110pts or Gunfortress for +125pts  A Loota Warband Oddboy may take: 0-1 Kustom Upgrade for free <b>or</b> 0-1 Big Kustom Upgrade for +50pts
Drop Rok	One Drop Rok	200	-	-	None
Fighta Sqwadron	Three Fighta-Bommers	150	—	—	0-6 Fighta-Bommers for +50pts each
Bommer	One Ork Bommer	200	—	—	None
Krooza	One Killkrooza	150	n/a	n/a	May be upgraded to a Battlekrooza for +50pts

KUSTOM UPGRADE (Select one upgrade from the Kustom Upgrade list. Replaces one arm or belly weapon)	RANGE	FIREPOWER	NOTES
Gattling Kannon	45cm (15cm)	6x AP4+ / AT5+ EA +2, Small Arms	Fixed Forwards
Bigga Generatas	-	-	Add 2xD3 extra Power Fields
Megalobba	60cm	D3+3BP	Fixed Forwards
Mega Choppa	Base Contact 45cm	Assault Wpn, Extra Attacks (+1), TK (D3) <b>and</b> AP5+ / AT5+	If added to an Oddboy Character, change CC rating to 3+
Supa Zzapp Gun	60cm	MW3+	Titan Killer (D3), Fixed Forwards
Snappa	Base Contact (15cm)	Ass. Wpn. First Strike, EA(+1), Titan Killer <b>or</b> Small Arms, First Strike, EA(+2)	May be fitted as a replacement for a Belly Gun only. Fixed Fwd.

BIG KUSTOM UPGRADE (Select one upgrade from the Big Kustom Upgrade list, or from the Kustom Upgrade list, Replaces one arm or belly weapon)	RANGE	FIREPOWER	NOTES
2x Grot Guided Mega Missile	Unlimited	MW3+	Titan Killer (D3), One Shot, Macro Weapon, Indirect, Fxd Fwd.
Transporta	-	-	The Gargant gains a Transport capacity of 2 Infantry Units per point of Damage Capacity, plus 1 extra grot unit for every 2 points of Damage Capacity. Dreadnoughts and Light Vehicles may be carried but take up 2 Infantry slots each (Killa Kans only take up 1 Infantry slot). In addition the Gargant gains +5cm speed.
Wyrdboy Tower	45cm	AA5+	Macro Weapon. Does not replace an arm weapon like the other Upgrades, but is in addition to it.

## **GARGANT BIGMOB SPECIAL RULES:**

### **SPECIAL RULE: TELLYPORTAS**

If the army contains a Kroozer or Battlekroozer, then one formation in the army may use the Planetfall ability. To planetfall a Gargant Mob formation, a Battlekroozer is required.

### **SPECIAL RULE: SELF-PLANETFALL**

Self-Planetfall works exactly like the Planetfall ability, however a Spacecraft is not required in order to use this ability.

You must pre-plot the turn and location of arrival as with a normal Planetfall.

On the designated turn the Self-Planetfalling unit is activated in the normal activation sequence. Nominate the action for the formation and roll to activate. If the unit fails to activate its arrival is delayed to the next turn. If the activation is successful, place the formation at the plotted location and determine scatter distance as normal.

### **SPECIAL RULE: MEKBOYZ, ODDBOYZ, AND KUSTOM UPGRADES**

Each Kustom Upgrade allows the player to replace a Gargant arm weapon or belly gun with one Kustom Upgrade option.

Each Big Kustom Upgrade allows the player to replace a Gargant arm weapon or belly gun with one Big Kustom Upgrade **or** one Kustom Upgrade.

Oddboy Characters can also take Kustom Upgrades and Big Kustom Upgrades.

# Common Ork Units

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
<b>Ork Warlord</b>	Character	n/a	n/a	n/a	n/a	Big Choppas	(Base Contact)	Assault Wpn, Extra Attacks +1, Macro Weapon	<i>Character, Supreme Commander</i>
<b>Ork Oddboy</b>	Character	n/a	n/a	n/a	n/a	Supa Kannon OR Big Zzappa	60cm 60cm	2BP, Macro Weapon MW3+, Titan Killer	<i>Character (May be added to: Big Gun unit, Megadread)</i>
<b>Ork Nobz</b>	Infantry	15cm	4+	3+	5+	2x Big Shootas Big Choppas	30cm Base Contact	AP6+ / AT6+ Assault Weapons, Extra Attacks +1	<i>Leader</i>
<b>Ork Boyz</b>	Infantry	15cm	6+	4+	6+	Sluggas Choppas Big Shoota	(15cm) (Base Contact) 30cm	Small Arms Assault Weapons AP6+ / AT6+	
<b>Ork Grotz</b>	Infantry	15cm	none	6+	6+	Shootas	(15cm)	Small Arms	<i>Formations that include at least one Ork unit don't receive Blast Markers for Grot units that are killed, and don't count Grot units that are lost in an assault when working out who has won the combat.</i>
<b>Ork Stormboyz</b>	Infantry	30cm	6+	4+	6+	Shootas Choppas	(15cm) (Base Contact)	Small Arms Assault Weapons	<i>Jump Packs, Scouts</i>
<b>Ork Kommandos</b>	Infantry	15cm	6+	4+	6+	Shootas Choppas Big Shoota	(15cm) (Base Contact) 30cm	Small Arms Assault Weapons AP6+/AT6+	<i>Scouts, Infiltrators</i>
<b>Ork Warbikes</b>	Infantry	35cm	5+	4+	6+	Twin Big Shootas	15cm	AP5+ / AT5+	<i>Mounted</i>
<b>Ork Warbuggy</b>	Light Vehicle	35cm	5+	5+	5+	Twin Big Shootas	30cm	AP5+ / AT6+	
<b>Ork Skorcha</b>	Light Vehicle	35cm	5+	6+	4+	Skorcha	15cm	AP4+, Ignores Cover	
<b>Ork Deth Kopta</b>	Light Vehicle	35cm	4+	6+	5+	Twin Big Shootas	30cm	AP5+ / AT6+	<i>Skinmer</i>
<b>Ork Flakwagon</b>	Armoured Vehicle	30cm	5+	5+	5+	Flak Gun	30cm	2x AP6+ / AT6+ / AA6+	<i>Transport (1 Boyz Kommandos, Grots, Nobz, Big Gun)</i>
<b>Ork Battlewagon</b>	Armoured Vehicle	30cm	5+	6+	5+	2x Big Shootas	30cm	AP5+ / AT6+	<i>Transport (2 Boyz, Kommandos, Nobz, 0-1 Big Gun, May carry 1 Grot unit in addition to other units)</i>
<b>Ork Gunwagon</b>	Armoured Vehicle	30cm	5+	5+	5+	Big Gun	45cm	AP5+ / AT5+	<i>Transport (1 Boyz Kommandos, Grots, Nobz, Big Gun)</i>
<b>Ork Big Gun</b>	Infantry	10cm	none	6+	5+	Big Gun	45cm	AP5+ / AT5+	
<b>Ork Killa Kan</b>	Armoured Vehicle	15cm	5+	5+	6+	Big Shoota Kombat Klaws	30cm (Base Contact)	AP6+ / AT6+ Assault Weapon, Macro-Weapon, EA (+1)	<i>Walker</i>
<b>Ork Dreadnought</b>	Armoured Vehicle	15cm	4+	4+	5+	2x Big Shootas Kombat Klaws	30cm (Base Contact)	AP6+ / AT6+ Assault Weapon, Macro-Weapon, EA (+1)	<i>Walker</i>
<b>Ork Battlefortress</b>	War Engine	30cm	4+	4+	4+	4x Twin Big Shootas Big Gun	30cm 45cm	AP5+ / AT6+ AP5+ / AT5+	<i>DC3. Critical Hit Effect: The Battlefortress explodes and lands D6cm away in a random direction, hitting any units it lands on. Units onboard survive on a roll of 6. Transport (8 Boyz, Kommandos, Nobz, 0-1 Big Gun, May carry 4 Grot units in addition to other units)</i>
<b>Ork Gunfortress</b>	War Engine	30cm	4+	4+	4+	5x Twin Big Shootas 3x Big Gun	30cm 45cm	AP5+ / AT6+ AP5+ / AT5+	<i>DC3. Critical Hit Effect: The Battlefortress explodes and lands D6cm away in a random direction, hitting any units it lands on. Units onboard survive on a roll of 6. Transport (4 Boyz, Kommandos, Nobz, 0-1 Big Gun, May carry 4 Grot units in addition to other units)</i>
<b>Gargant</b>	War Engine	15cm	4+	3+	3+	Gaze of Mork 2-3x Soopaguns 0-1x Supa-Zap Gun 0-1x Mega Choppa	30cm 60cm 60cm 45cm (Base Contact)	MW4+, Titan Killer (1) 2BP, Macro Weapon, Fixed Forward Arc MW3+, Titan Killer (D3), Fixed Forwards Arc AP5+ / AT5+, Fixed Forwards Arc <b>and</b> Assault Weapon, Titan Killer (D3), EA +1	<i>D3+3 Power Fields, DC8. Critical : A fire starts. Roll a D6 for each fire in the end phase. On a 1 a second fire starts, on a 5-6 the fire is put out. Any fire not put out causes a point of damage. Reinforced Armour, Fearless, Walker. May be armed with 3 Soopaguns, or 2 Soopaguns &amp; 1 Mega Choppa, or 2 Soopaguns &amp; 1 Supa-Zzap Gun.</i>
<b>Great Gargant</b>	War Engine	15cm	4+	3+	3+	Gaze of Mork 2x Big Gunz 1x Soopagun 1-2x Twin Soopagun 0-1x Lifta Droppa	30cm 45cm 60cm 60cm 60cm (Base Contact)	MW4+, Titan Killer (1) AP5+ / AT5+ 2BP, Macro Weapon, Fixed Forward Arc 3BP, Macro Weapon, Fixed Forward Arc MW3+, Titan Killer (D3), Fixed Fwrds Arc <b>and</b> Assault Weapon, Titan Killer (D3), EA +1	<i>D6+6 Power Fields, DC12. Critical : A fire starts. Roll a D6 for each fire in the end phase. On a 1 a second fire starts, on a 5-6 the fire is put out. Any fire not put out causes a point of damage. Reinforced Armour, Fearless, Walker. May be armed with 2 Twin Soopaguns, or 1 Twin Soopagun &amp; 1 Lifta Droppa.</i>
<b>Fighta Bommer</b>	Aircraft	Fighter Bomber	6+	n/a	n/a	Heavy Shootas Tankbuster Rokkits	15cm 30cm	AP5+ / AA5+ AT4+	
<b>Landa</b>	War Engine, Aircraft	Bomber	5+	6+	4+	Gun Turrets 2x Tankbusta Rokkits	15cm 30cm	D6 + 3x AP5+ / AA6+ AT4+	<i>DC3, Critical: The Landa is destroyed, killing all aboard. Planetfall, Reinforced Armour, Transport (10 Boyz, Kommandos, Stormboyz, Nobz, Warbikes, Buggies, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. All Light vehicles and Dreadnoughts take up 2 slots each. Plus 4 Grot units in addition to other units)</i>
<b>Kill Kroozer</b>	Spacecraft	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+1BP	<i>Transport (40 units, plus as many Drop Kans as are necessary to carry them).</i>
<b>Battlekroozer</b>	Spacecraft	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+3BP	<i>Transport (168 units, plus as many Drop Kans as are necessary to carry them, and also 12 Landas). Slow and Steady.</i>

## New Common Units

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Bommer	War Engine, Aircraft	Bomber	6+	n/a	n/a	Bommer Turrets Bomms	15cm 15cm	D6x AP5+ / AT6+ / AA6+ D3+1BP, Fixed Forwards	Damage Capacity 3. Critical: Destroyed along with all aboard. Transport: 6 Stormboyz units. Stormboyz units may disembark after the Bommer has made a Ground Attack and count as having activated for that turn.
Mega Dread	Armoured Vehicle	15cm	4+	4+	4+	0-2 Big Gun 0-2 Rippa Klaw 2x Big Shoota	45cm (Base Contact) 30cm	AP5+ / AT5+ Assault Weapon, Macro-Weapon, EA (+1) AP6+ / AT6+	Walker, Reinforced Armour. May be armed with 2 Big Guns, 2 Rippa Klaws, or 1 of each (1e: No more than 2 arm weapons in total).
Kustom Stompa	War Engine	15cm	4+	4+	4+	Supa-Gattler Soopagun Supa-Rokkit Mega Choppa	45cm 60cm 90cm (Base Contact)	3x AP4+ / AT5+, Slow Firing, Forward Arc 2BP, Macro-Weapon, Forward Arc AT4+, Forward Arc Assault Weapon, EA (+1), Titan Killer (D3)	DC4. Critical: Suffer an extra point of damage (And roll again to see if that point of damage is also Critical) Fearless, Walker, Reinforced Armour. Transport (4 from: Boyz, Big Gunz, Kommandos, Nobz, Meganobz. Meganobz count as 2 units. Plus 2 Grot units in addition to other units)
Ork Warkopter	Light Vehicle	35cm	5+	6+	6+	2x Big Shoota	30cm	AP6+ / AT6+	Skimmer, Transport (2 from: Boyz, Kommandos or Nobz. Plus 1 Grot unit in addition to other units, May not carry Meganobz)

## Unique Units - Gutgrub Badfang's Stompy Onslaught

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Ork Meganobz	Infantry	10cm	4+	3+	4+	Shootas Big Choppas 3x Big Shootas	(15cm) (Base Contact) 30cm	Small Arms Assault Weapons, Extr Attacks +1, Macro Wpn AP6+ / AT6+	Leader, Reinforced Armour, Counts-as 2 Nobz for transport purposes.
Mekboy Stompa	War Engine	15cm	4+	4+	4+	Gaze of Mork Soopagun Lifta-Droppa Mega Choppa	30cm 60cm 60cm (Base Contact) (Base Contact)	MW4+, Macro-Weapon 2BP, Macro-Weapon, Fixed Forward Arc MW3+, Titan-Killer (D3), Forward Arc <b>and</b> Assault Weapon, Extra Attacks (+1), TK(D3) Assault Weapon, Extra Attacks (+1), TK(D3)	D3 Power Fields. DC4. Critical: As Kustom Stompa. Fearless, Walker, Reinforced Armour. Transport (4 from: Boyz, Big Gunz, Kommandos, Nobz. Plus 2 Grot units in addition to other units)

## Unique Units - Sun-Tzork's Grotling Waaaaagh!

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Ork Mega Grot Warboss	Infantry	15cm	6+	4+	6+	Big Shoota	30cm	AP6+ / AT6+	Supreme Commander, Counts as an Ork Unit for the purposes of using the Grot's Blast Markers rule.
Grot Gunnerz	Infantry	15cm	None	7+	5+	Shootaz Feeble little fists	(15cm) (Base Contact)	Small Arms Assault Weapons	Formations that include at least one Ork unit don't receive Blast Markers for Grot units that are killed, and don't count Grot units that are lost in an assault when working out who has won the combat.
Grot Stabberz	Infantry	15cm	None	5+	7+	Chippas Scavenged Pistols	(Base Contact) (15cm)	Assault Weapons Small Arms	Formations that include at least one Ork unit don't receive Blast Markers for Grot units that are killed, and don't count Grot units that are lost in an assault when working out who has won the combat.
Grot Bomb Launcher	Light Vehicle	25cm	None	7+	—	Grot Bomb	45cm	AP4+ / AT6+, One Shot	
Grot Tank	Light Vehicle	Special	5+	6+	5+	Twin Big Shoota	30cm	AP5+ / AT6+	For speed, Roll 4D6 after activating or being broken, all Grot Tanks & Mega Grot Tanks in a formation will move at that speed in centimetres for the subsequent action.
Grot Mega Tank	Armoured Vehicle	Special	5+	6+	4+	Boom Kannisters 2x Twin Big Shoota 3x Big Shoota	(15cm) 30cm 30cm	Small Arms AP5+ / AT6+ AP6+ / AT6+	For speed, Roll 4D6 after activating or being broken, all Grot Tanks & Mega Grot Tanks in a formation will move at that speed in centimetres for the subsequent action.

## Unique Units - Harley Orkison's Speed Freaks Clan

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Mekboy Bad Ork Bikerboy	Infantry	40cm	5+	4+	5+	Sawn-off Kustom Blasta Choppa Blades	15cm (15cm) (Base Contact)	MW5+ <b>and</b> Small Arms, Macro-Weapon, Extra Attacks +1 Assault Weapons, Macro-Weapon, EA +1	Mounted, Invulnerable Save, Supreme Commander
Ork Warbike Nobz	Infantry	35cm	4+	3+	5+	Twin Big Shootas Big Choppas	30cm Base Contact	AP6+ / AT6+ Assault Weapons, Extra Attacks +1	Mounted, Leader. Counts-as Nobz for transport purposes.
Mekboy Speedsta	Armoured Vehicle	35cm	5+	6+	5+	Kustom Kannon	45cm	MW4+	D3 Power Fields
Trukk	Light Vehicle	35cm	5+	6+	Na	None	—	—	Transport (1 from the following: Boyz, Nobz, Grots, Big Gun)

## Unique Units - Kolonel Sandorks' Blood Axe Clan

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Lobba	Infantry	10cm	n/a	6+	6+	Lobba	45cm	1BP	
Big Wagon	Armoured Vehicle	25cm	4+	5+	4+	3x Big Guns	45cm	AP5+ / AT5+	Reinforced Armour, Transport (1 from the following: Grots, Boyz, Kommandos, Nobz, Big Gun, may carry one Grots unit in addition to other units)
Lobbawagon	Armoured Vehicle	25cm	6+	6+	6+	Lobba	45cm	1BP	
Mega Warkopter	War Engine	35cm	4+	5+	4+	3x Twin Big Shootas Big Gun	30cm 45cm	AP5+ / AT6+ AP5+ / AT5+	DC3. Skimmer, Transport (6 from the following: Boyz, Kommandos, Nobz, Grots, 0-1 Big gun. May carry 4 Grots in addition to other units). Critical Hit Effect: The Mega Warkopta is destroyed and crashes, killing all aboard.
Drop Kan	Drop Pod	n/a	n/a	n/a	n/a	None	—	—	Planefall, Transport (One Mob that includes only: Nobz, Boyz, Grotz, Stormboyz, Kommandos, Killa Kanz, Dreadnoughts). Any troops carried in the Drop Kan must disembark within 5cm of the Drop Kan or within 5cm of another unit from the same formation, and all units must disembark within 15cm of the Drop Kan.

## Unique Units - Albork Orkstein's Gargant Bigmob

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
<b>Mekboy Big Boss</b>	Character	-	-	-	-	Big 'Ammer Kustom Shoota	(base contact) (15cm)	Assault Weapon, Macro Weapon, EA (+1) Small Arms, Macro Weapon, EA (+1)	<i>Supreme Commander</i>
<b>Kustom Upgrade</b>	Character	-	-	-	-	-	-	-	<i>Replaces one of a Gargant or Supa Stompa's arm or belly weapons with a Kustom Upgrade</i>
<b>Big Kustom Upgrade</b>	Character	-	-	-	-	-	-	-	<i>Replaces one of a Gargant or Supa Stompa's arm or belly weapons with a Big Kustom Upgrade or a Kustom Upgrade</i>
<b>Drop Rok</b>	WE	Immobile	5+	6+	5+	2x Twin Big Shoota 2x Big Gun	30cm 45cm	AP5+ / AT6+ AP5+ / AT5+	<i>Damage Capacity 3, Reinforced Armour, Self-Planetfall, Transport (20 Infantry + 8 Grots. Dreadnoughts and Light Vehicles may be carried but take up 2 Infantry slots each (Killa Kans only take up 1 Infantry slot)</i>
<b>Mega Gargant</b>	WE	15cm	4+	3+	4+	Gaze of Mork 2x Supa Zzap Gun Soopagunz Mega Kannon 2x Grot Mega Missile 2x Kombat Arms Wyrdboy Tower	30cm 60cm 60cm 75cm Unlimited (base contact) 45cm	MW4+, Fixed Fwd MW3+, Titan Killer (D3), , Fixed Fwd 8BP, Macro Weapon, Fixed Fwd 2BP, Macro Weapon, Fixed Fwd MW3+, TK(D3), One Shot, Indirect, Fxd Fwd Assault Wpn, MW, EA (+1), TK(D6) AA5+, Macro Weapon	<i>Damage Capacity 16 D6+6 Power Fields Walker, Fearless. Critical Hit : Fires, as with Great Gargant.</i>