



Grots: Formations that contain at least 1 Ork unit don't receive blast markers for Grots units that are killed, and don't count Grots units lost in an assault when working out who has won combat.

Weapon	Range	Firepower	Notes
Choppas (Base)	Assault Weapons	None	Armour: None
Speed: 15cm	CC: 6+	FF: 6+	

ORK GROTZ

Weapon	Range	Firepower	Notes
Shootas (15cm)	Small Arms	AP6+/AT6+	Armour: 6+
Speed: 15cm	CC: 4+	FF: 6+	

FERAL ORK HUNTAS (BOYZ)

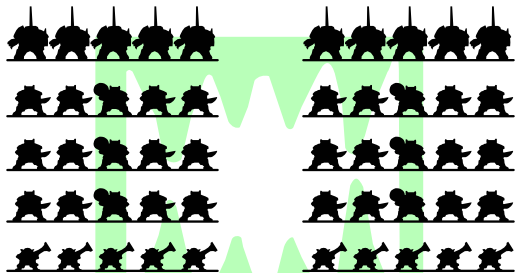
Weapon	Range	Firepower	Notes
Shootas (15cm)	Small Arms	AP6+/AT6+	Armour: 4+
Speed: 15cm	CC: 3+	FF: 5+	

ORK NOBZ

Weapon	Range	Firepower	Notes
Shootas (15cm)	Small Arms	AP6+/AT6+	Armour: 4+
Speed: 15cm	CC: 3+	FF: 5+	

FERAL ORK WARBAND

A Feral Ork Warband consists of 2 Ork Nobz, 6 Ork Boyz, and 2 Grots. Big and 'uge Warbands have double and triple these numbers.



Upgrades Allowed: Any number of Boyz, Wildboyz, Squig Katapults, Boarboyz, Squiggoths, 0-1 Nobz, 0-1 Wyrdboy character, and 0-1 Orkeosaurus.



200 Points
Big - 350 'uge - 500



Wildboyz: No Special.

Weapon	Range	Firepower	Notes
Choppas (Base)	Assault Weapons	None	Armour: 6+
Speed: 15cm	CC: 4+	FF: n/a	

FERAL ORK WILDBOYZ

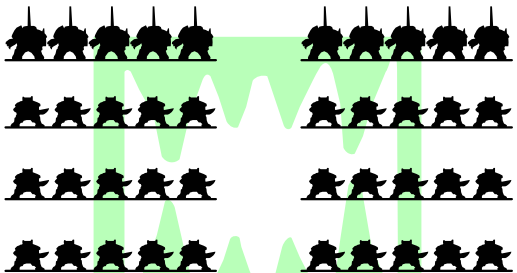
Weapon	Range	Firepower	Notes
Shootas (15cm)	Small Arms	AP6+/AT6+	Armour: 4+
Speed: 15cm	CC: 3+	FF: 5+	

ORK NOBZ

Weapon	Range	Firepower	Notes
Shootas (15cm)	Small Arms	AP6+/AT6+	Armour: 4+
Speed: 15cm	CC: 3+	FF: 5+	

FERAL ORK WILDBOYZ

A Feral Ork Wildboyz formation consists of 2 Ork Nobz and 6 Wildboyz. Big and 'uge formations have double and triple these numbers.



Upgrades Allowed: Any number of Wildboyz, Squig Katapults, Boarboyz, Squiggoths, 0-1 Nobz, 0-1 Wyrdboy character, and 0-1 Orkeosaurus.



150 Points
Big - 250 'uge - 350



Wildboyz: Scout

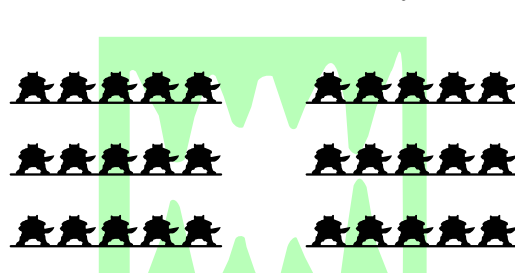
Weapon	Range	Firepower	Notes
Choppas (Base)	Assault Weapons	None	Armour: 6+
Speed: 15cm	CC: 4+	FF: n/a	

FERAL ORK TRAPPAS (WILDBOYZ)

Weapon	Range	Firepower	Notes
Shootas (15cm)	Small Arms	AP6+/AT6+	Armour: 4+
Speed: 15cm	CC: 3+	FF: 5+	

FERAL ORK TRAPPAS

A Feral Ork Trappas formation consists of 6 Wildboyz units. All units in the Trappas formation are considered to have the Scout ability.



Upgrades Allowed: 0-1 Nobz



150 Points
Big - n/a 'uge - n/a

