



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	Shootas	(15 cm)	Small Arms	Notes
Range	Firepower			
Speed:	15cm	Armor: None		
Type:	Inf			
ORK GROTZ				
FF: 6+				

Boy: No Special

Weapon	Shootas	(15cm)	Small Arms	Notes
Range	Firepower			
Speed:	15cm	Armor: 6+		
Type:	Inf			
FERAL ORK HUNTAS (ORK BOYZ)				
FF: 6+				

Nobz: Leader.

Weapon	Shootas	(15cm)	Small Arms	Notes
Range	Firepower			
Speed:	15cm	Armor: 4+		
Type:	Inf			
ORK NOBZ				
FF: 5+				

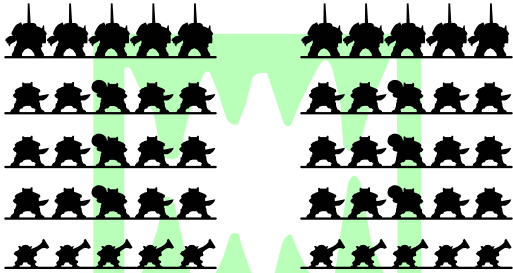


Boarboyz: Mounted, Infiltrators.

Weapon	Shootas	(15 cm)	Small Arms	Notes
Range	Firepower			
Speed:	25cm	Armor: 6+		
Type:	Inf			
FERAL ORK BOARBOYZ				
FF: 6+				

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.

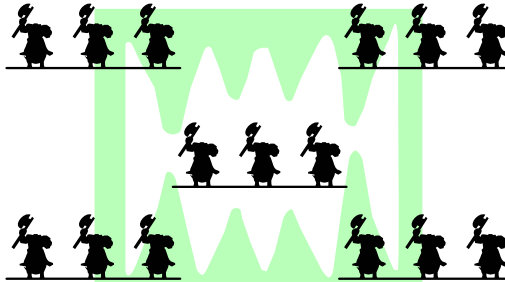


200 Points
Big - 350 'uge - 500



FERAL ORK BOARBOYZ HORDE

A Feral Ork Boarboyz Horde consists of 5 Boarboyz units. Big and 'uge Hordes have double and triple these numbers.



Upgrades Allowed: Any number of Boarboyz, and 0 1 Wyrdboy character.



100 Points
Big - 175 'uge - 250



Junkatrukk: Transport (may carry one grots and one of: Boyz, Nobz, or Wildboyz) Units being transported may fire with any weapons, use their fireight value in an assault or to lend supporting fire.

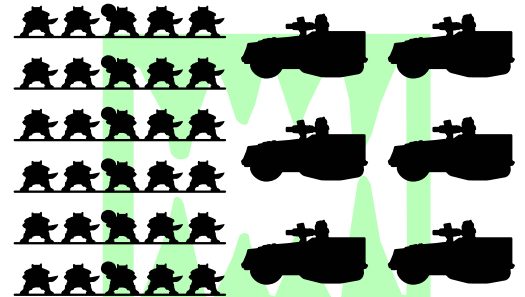
Weapon	Big Shoota	30cm	AP6+/AT6+	Notes
Range	Firepower			
Speed:	25cm	Armor: 5+		
Type:	LV			
FERAL ORK JUNKATRUKK				
FF: 6+				

Boy: No Special

Weapon	Shootas	(15cm)	Small Arms	Notes
Range	Firepower			
Speed:	15cm	Armor: 6+		
Type:	Inf			
FERAL ORK HUNTAS (ORK BOYZ)				
FF: 6+				

FERAL ORK JUNKA BRIGADE

A Feral Ork Junka Brigade consists of 6 Ork Boyz and 6 Junkatrukks. Big and 'uge Brigades have double and triple these numbers.



Upgrades Allowed: Any number of Junkatrukk and Boyz, 0-1 Junkatrukk and Nobz, 0-1 Wyrdboy character.



150 Points
Big - 250 'uge - 350

