





Type: Int	Speed: 15cm	Armor: None	CC: 6+	FF: 6+
Weapon	Range	Firepower	Notes	
Shootas	(15 cm)	Small Arms		
Shootas	(15 cm)	Small Arms		
Choppas	(Base)	Assault Weapons		
Big Shootas	30cm	AP6+/AT6+		
Boyz: No Special				
Type: Int	Speed: 15cm	Armor: 6+	CC: 4+	FF: 6+
Weapon	Range	Firepower	Notes	
Shootas	(15 cm)	Small Arms		
Shootas	(15 cm)	Small Arms		
Choppas	(Base)	Assault Weapons		
Big Shootas	30cm	AP6+/AT6+		
Grotz: Formations that contain at least 1 Ork unit don't receive blast markers for Grotz units that are killed, and don't count Grotz units lost in an assault when working out who has won combat.				

ORK BOYZ

Add 1 Ork Boyz unit and an optional Grotz unit to the formation.









+25 Points


Type: Int	Speed: 15cm	Armor: None	CC: 6+	FF: 6+
Weapon	Range	Firepower	Notes	
Shootas	(15 cm)	Small Arms		
Shootas	(15 cm)	Small Arms		
Choppas	(Base)	Assault Weapons		
Big Shootas	30cm	AP6+/AT6+		
Boyz: No Special				
Type: WE	Speed: 15cm	Armor: 4+	CC: 4+	FF: 4+
Weapon	Range	Firepower	Notes	
Shootas	(15 cm)	Small Arms		
Shootas	(15 cm)	Small Arms		
Choppas	(Base)	Assault Weapons		
Big Shootas	30cm	AP5+/AT5+ and FxP		
Grotz: Formations that contain at least 1 Ork unit don't receive blast markers for Grotz units that are killed, and don't count Grotz units lost in an assault when working out who has won combat.				

ORK BOYZ

Add 1 Ork Boyz unit and an optional Grotz unit to the formation.


+25 Points


Type: Spacecraft	Speed: n/a	Armor: n/a	CC: n/a	FF: n/a
Weapon	Range	Firepower	Notes	
Orbital Bombardment	n/a	D6+3 BP	Macro-Weapon	
Battlekroozer: Transport (may carry up to 12 Ork Landas plus the troops carried in them). Slow and steady — may not be used on the first or second turn of a game unless the scenario specifically states otherwise.				

ORK BATTLEKROOZER

Upgrade a Killkroozer to a Battlekroozer.



+50 Points




Type: WE	Speed: 15cm	Armor: 4+	CC: 4+	FF: 4+
Weapon	Range	Firepower	Notes	
Gaze of MorK	30cm	MW4	Tiam Killer	
2-3x Soopaguns	60cm	2BP	MW, FxP	
0-1 Mega-choppa	45cm	AP5+/AT5+ and FxP	TK (D3), Extra Attack +1	
Supa-Stompa: Reinforced Armour. Fearless. Walker. May be armed with 3 soopaguns or 2 soopaguns and 1 mega-choppa. The mega-choppa may shoot and be used as an assault weapon. The hit modifier from now on. Any subsequent critical hits will cause an extra point of damage instead.				

ORK SUPA-STOMPA

Add 1 Ork Supa-Stompa unit to the formation.




+25 Points






Type: Character	Speed: n/a	Armor: n/a	CC: n/a	FF: n/a
Weapon	Range	Firepower	Notes	
Big Choppas	(Base)	Assault Weapon	MW, Extra Attack (+1)	
Warlord: Character. Supreme Commander				

ORK WARLORD

The ork army MUST include one warlord. He will join a Great Gargant, Gargant, or Nobz unit, in that order of preference.




FREE!

Type: WE	Speed: 15cm	Armor: 4+	CC: 4+	FF: 4+
Weapon	Range	Firepower	Notes	
Tiam Killer	MW4+			
2-3x Soopaguns	60cm	2BP	MW, FxP	
0-1 Mega-choppa	45cm	AP5+/AT5+ and FxP	TK (D3), Extra Attack +1	
Supa-Stompa: Reinforced Armour. Fearless. Walker. May be armed with 3 soopaguns or 2 soopaguns and 1 mega-choppa. The mega-choppa may shoot and be used as an assault weapon. The hit modifier from now on. Any subsequent critical hits will cause an extra point of damage instead.				

ORK SUPA-STOMPA

Add 1 Ork Supa-Stompa unit to the formation.



+25 Points

