



CODEX: ORKS

Indomitus Version 1.2

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

UPDATES & ERRATA

Page 51 – I'm Da Boss!

Change this ability to read:

'You can include a maximum of one **WARBOSS** or **SPEEDBOSS** model in each Detachment in your army.'

Page 51 – Named Characters and Kill Rigs

Add Mad Dok Grotznik to this list. If he gains a Warlord Trait he must have the 'Ard as Nails Warlord Trait.

Page 56 – I've Got a Plan Ladz!

Change the first sentence to:

'At the end of the Deploy Armies step, select up to three **BLOOD AXES** units from your army and redeploy them.'

Page 58 – Pyromaniacs

Add '**KUSTOM BOOSTA-BLASTAS**' to the list of eligible units.

Page 58 – Boom Boyz

Remove '**BLITZA-BOMMER**' from the list of eligible units.

Page 61 – Extra-Kustom Weapon

Change the first sentence to:

'**MEK**, **BIG MEK** or Spanner model equipped with kustom mega-slugga or kustom mega-blasta only.'

Page 63 – Grot Shields

Change the second sentence to:

'Select one **ORKS INFANTRY** unit from your army, then select one **GRETCHIN INFANTRY** unit (excluding **CHARACTER** units) from your army that is within 6" of that unit.'

Page 64 – Monster Hunterz

Change the third sentence to:

'Until the end of the phase, each time an attack is made by a model in one of the selected **BEAST SNAGGA** units that targets the selected **MONSTER** or **VEHICLE** unit, add 1 to that attack's wound roll.'

Page 64 – Groundshaker Shells

Change the start of the second sentence to:

'Until the end of the phase, each time that model makes a ranged attack with an 'eavy lobba, [...]

Page 95 – Painboy, Abilities

Change the name of the Dok's Toolz ability to:

'**Dok's Toolz (Aura)**'

Page 96 – Mad Dok Grotznik, Abilities

Change the name of the Dok's Toolz ability to:

'**Dok's Toolz (Aura)**'

Page 103 and 129, Kustom shokk rifle, Abilities

Change the first sentence of this weapon's ability to:

'If any unmodified hit rolls of 1 are made for attacks with this weapon, the bearer's unit suffers 1 mortal wound after shooting with this weapon.'

Page 115 – Kill Rig, Abilities, Snagged

Change this ability to read:

'Each time this model makes an attack with its stikka kannon, if an enemy **VEHICLE** or **MONSTER** model (excluding **TITANIC** or **AIRCRAFT** models) loses any wounds as a result of that attack, roll one D6: on a 4+, that enemy model cannot finish any type of move more than 12" from this model until the start of your next turn. If this model moves for any reason, or is destroyed, this effect ends.'

Page 117 – Hunta Rig, Abilities, Snagged

Change this ability to read:

'Each time this model makes an attack with its stikka kannon, if an enemy **VEHICLE** or **MONSTER** model (excluding **TITANIC** or **AIRCRAFT** models) loses any wounds as a result of that attack, roll one D6: on a 4+, that enemy model cannot finish any type of move more than 12" from this model until the start of your next turn. If this model moves for any reason, or is destroyed, this effect ends.'

Page 118 – Trukk, Transport

Change the first sentence to:

'This model has a transport capacity of 12 **FLASH GITZ**, **SPECIALIST MOB INFANTRY** or **<CLAN> INFANTRY** models.'

FAQS

Q: Can a unit that contains more than one model be given a Kustom Job with the Mekboy Workshop's Kustomise action?

A: No. As described on Kustom Jobs (pg 60), Vehicle Kustom Jobs can only be given to a unit that contains one model.

*Q: When a **GOFF** model with the Brutal but Kunnin Warlord Trait attacks, are any additional hits generated by the No Mukkin' About clan kulture that don't reach the Inflict Damage step counted when determining how many additional attacks can be made?*

A: Yes. Note though, that when making additional attacks as a result of this Warlord Trait, no additional hits can then be generated due to the No Mukkin' About kultur.