



GROT TANKS

M	T	SV	W	LD	OC
10"	6	3+	5	8+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	4+	5	0	1
Grotzooka [BLAST]	18"	D3+3	4+	6	0	1
Kustom mega-blasta [HAZARDOUS]	24"	2	4+	9	-2	D6
Rokkit launcha [BLAST]	24"	D3	4+	9	-2	3
Skorcha [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ramshackle hull	Melee	3	5+	6	0	1

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Waaagh!**

Scatter!: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

KEYWORDS: **VEHICLE, GROT, GROT TANKS**



FACTION KEYWORDS:
ORKS

GROT TANKS

Grot tanks are the product of the deranged imaginations of grot riggers and scavengers that have spent too long basking in the mad genius of the Big Meks. Diminutive imitations of far larger Ork war machines, these ramshackle creations are a natural accompaniment to their pilots' cunning ways of war.

WARGEAR OPTIONS

- Any number of models can each have their big shoota replaced with one of the following:
 - 1 grotzooka
 - 1 kustom mega-blasta
 - 1 rokkit launcha
 - 1 skorcha
 - For every four models in this unit, one model can be equipped with one of the following in addition to any other weapons:
 - 1 big shoota
 - 1 grotzooka
 - 1 kustom mega-blasta
 - 1 rokkit launcha
 - 1 skorcha
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UNIT COMPOSITION

- 4-8 Grot Tanks

Every model is equipped with: big shoota; ramshackle hull.

KEYWORDS: **VEHICLE, GROT, GROT TANKS**



FACTION KEYWORDS:
ORKS

GROT MEGA-TANK

M	T	SV	W	LD	OC
8"	9	3+	12	8+	4



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Mega-tank weapons [RAPID FIRE 10]	18"	10	4+	5	0	1
Twin big shoota [RAPID FIRE 2, TWIN-LINKED]	18"	3	4+	5	0	1
Twin grotzooka [BLAST, TWIN-LINKED]	18"	D3+3	4+	6	0	1
Twin kustom mega-blasta [HAZARDOUS, TWIN-LINKED]	24"	2	4+	9	-2	D6
Twin rokket launcha [BLAST, TWIN-LINKED]	24"	D3	4+	9	-2	3
Twin skorcha [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	5	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	4	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Waaagh!**

Bizarrely Resilient: Each time an attack targets this model, worsen the Armour Penetration characteristic of that attack by 1.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, GROT, GROT MEGA-TANK**



FACTION KEYWORDS:
ORKS

GROT MEGA-TANK

For some grot would-be Meks, the vicarious joys of riding in ramshackle Grot Tanks are not enough. They crave even bigger rigs, and even more gunz! To this end, the most ambitious of their kind build their best imitations of Battle Fortresses. These Grot Mega-tanks are even more dangerously erratic than their smaller kin, but bristle with all the best gear the grots can scavenge or pilfer, and have been the doom of many an unsuspecting foe.

WARGEAR OPTIONS

- This model's twin big shoota can be replaced with one of the following:
 - 1 twin grotzooka
 - 1 twin kustom mega-blasta
 - 1 twin rokkit launcha
 - 1 twin skorcha
 - This model's twin grotzooka can be replaced with one of the following:
 - 1 twin big shoota
 - 1 twin kustom mega-blasta
 - 1 twin rokkit launcha
 - 1 twin skorcha
-

UNIT COMPOSITION

- 1 Grot Mega-Tank

This model is equipped with: Mega-tank weapons; twin big shoota; twin grotzooka; armoured hull.

KEYWORDS: **VEHICLE, GROT, GROT MEGA-TANK**










FACTION KEYWORDS:
ORKS

SQUIGGOTH

M	T	SV	W	LD	OC
10"	10	3+	18	7+	5



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
 Kannon – frag [BLAST]	36"	D6	5+	5	0	1
 Kannon – shell	36"	1	5+	9	-2	D6
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Gorin' horns – strike	Melee	4	3+	12	-2	D6
 Gorin' horns – sweep	Melee	8	3+	9	-1	2

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MONSTER, TRANSPORT, SQUIGGOTH

ABILITIES

CORE: **Deadly Demise D6, Firing Deck 10**

FACTION: **Waaagh!**

Trample: Each time this model is selected to fight, you can select one enemy unit within Engagement Range of it and roll one D6, adding 2 to the result if this model made a Charge move this turn: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.



DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



FACTION KEYWORDS:
ORKS

SQUIGGOTH

Squiggoths are enormous scaly creatures bred as beasts of war by Ork Pigdoks. With armour panelling bolted to their already thick hides and crude howdahs built on their backs, they thunder into battle loaded with heavy weapons and Boyz, trampling everything in their path and smashing into vehicles and buildings like a battering ram.

WARGEAR OPTIONS

- This model can be equipped with 1 kannon.

UNIT COMPOSITION

- 1 Squiggoth

This model is equipped with: gorin' horns.

TRANSPORT

This model has a transport capacity of 10 **ORKS INFANTRY** models. If this model is equipped with a kannon, it has a transport capacity of 6 **ORKS INFANTRY** models. It cannot transport **MEGA ARMOUR**, **JUMP PACK** or **GHAZGHKULL THRAKA** models.

KEYWORDS: MONSTER, TRANSPORT, SQUIGGOTH



FACTION KEYWORDS:
ORKS

GARGANTUAN SQUIGGOTH

M	T	SV	W	LD	OC
10"	13	3+	30	7+	12



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kannon – frag [BLAST]	36"	D6	5+	5	0	1
Kannon – shell	36"	1	5+	9	-2	D6
Supa-kannon [BLAST]	60"	2D6	5+	12	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Huge tusks – strike [LANCE]	Melee	6	3+	14	-3	12
Huge tusks – sweep	Melee	18	3+	9	-2	3

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MONSTER, TITANIC, TOWERING, TRANSPORT, GARGANTUAN SQUIGGOTH



ABILITIES

CORE: **Deadly Demise 2D6, Firing Deck 20**

FACTION: **Waaagh!**

Gargantuan: Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding TITANIC models) and terrain features that are 4" or less in height as if they were not there.

Walking Bastion: This model does not suffer the penalty to its Hit rolls for making ranged attacks while enemy units are within Engagement Range of it.



DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, subtract 6 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:
ORKS

GARGANTUAN SQUIGGOTH

Squiggoths can grow in size indefinitely. The larger they get, the more prized they become in the eyes of Ork Warbosses, whose simple minds see them for the colossal living weapons they are. Kitted out with armour, guns and bellowing passengers, truly giant specimens are walking bastions, their momentum all but unstoppable.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 kannon
 - 1 supa-kannon

UNIT COMPOSITION

- 1 Gargantuan Squiggoth

This model is equipped with: huge tusks.

TRANSPORT

This model has a transport capacity of 20 **ORKS INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models. **GHAZGHKULL THRAKA** takes up the space of 18 models. If this model is equipped with a supa-kannon, it has a transport capacity of 15 **ORKS INFANTRY** models.

KEYWORDS: MONSTER, TITANIC, TOWERING, TRANSPORT, GARGANTUAN SQUIGGOTH



FACTION KEYWORDS:
ORKS

KILL TANK

M	T	SV	W	LD	OC
12"	12	3+	24	6+	10



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bursta kannon [BLAST]	36"	3D6	5+	14	-2	3
Giga shoota [SUSTAINED HITS 1]	48"	30	5+	6	-1	1
Skorcha [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Twin big shoota [RAPID FIRE 2, TWIN-LINKED]	36"	3	5+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Reinforced ram	Melee	8	4+	9	-1	2

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Waaagh!**

Wall of Dakka: Each time this model makes a ranged attack that targets a unit within half range, add 1 to the Hit roll.

DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, TITANIC, TRANSPORT, KILL TANK**



FACTION KEYWORDS:
ORKS

KILL TANK

Kill Tanks are the Ork answer to super-heavy tank design. Hulking, slab-sided machines, they sport a shovel-bladed prow for ramming aside obstacles and flimsier vehicles, and a wide-bore siege mortar that fires huge rocket-boosted ordnance capable of wiping out hardened bunkers and rival vehicles with a single hit.

WARGEAR OPTIONS

- This model's bursta kannon can be replaced with 1 giga shoota.

UNIT COMPOSITION

- 1 Kill Tank

This model is equipped with: bursta kannon; skorch; twin big shoota; reinforced ram.

TRANSPORT

This model has a transport capacity of 12 **ORKS INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models. It cannot transport **GHAZGHKULL THRAKA**.

KEYWORDS: **VEHICLE, TITANIC, TRANSPORT, KILL TANK**



FACTION KEYWORDS:
ORKS

MEGA DREAD

M 8" T 10 SV 2+ W 16 LD 7+ OC 5

6+ INVULNERABLE SAVE

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
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Boombits [TORRENT]	12"	D6	N/A	5	0	1
Killkannon	24"	D6+3	5+	9	-2	2

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
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Dread killsaw	Melee	4	3+	14	-3	4
Dread rippa klaw	Melee	6	3+	12	-2	3
Stompy feet	Melee	4	3+	7	0	1

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Waaagh!**

Mega Carnage: Each time this model is selected to fight, you can select one enemy unit within Engagement Range of it and roll one D6, adding 2 to the result if this model made a Charge move this turn: on a 4-5, that enemy unit suffers D3 mortal wounds; on a 6+, that enemy unit suffers 3 mortal wounds.

Dead Rippy: If this model is equipped with 2 dread killsaws, those weapons have the [TWIN-LINKED] ability. If this model is equipped with 2 dread rippa claws, those weapons have the [TWIN-LINKED] ability.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, WALKER, MEGA DREAD



FACTION KEYWORDS:
ORKS

MEGA DREAD

A huge thundering walker twice the size and more of a Deff Dread, Mega Dreads embody the Mekboy love of violence and machine-work taken to the extreme. They are able to rip open the largest tank with their claws, mount weapons usually only seen on a heavy vehicle and stomp through hails of fire to reach their victims.

WARGEAR OPTIONS

- This model's killkannon can be replaced with one of the following:
 - 1 dread killsaw
 - 1 dread rippa klaw
 - This model's dread rippa klaw can be replaced with one of the following:
 - 1 dread killsaw
 - 1 killkannon
-

UNIT COMPOSITION

- **1 Mega Dread**

This model is equipped with: 2 boombits; killkannon; dread rippa klaw; stompy feet.

KEYWORDS: **VEHICLE, WALKER, MEGA DREAD**





FACTION KEYWORDS:
ORKS

MEKA-DREAD

M T SV W LD OC

8" 10 2+ 16 7+ 5

6+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Killkannon	24"	D6+3	5+	9	-2	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Dread killsaw	Melee	4	3+	14	-3	4
Dread rippa klaw	Melee	6	3+	12	-2	3
Stompy feet	Melee	4	3+	7	0	1

KEYWORDS: VEHICLE, WALKER, MEKA-DREAD

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Waaagh!**

Mekaniak: At the end of your Movement phase, you can select one friendly **ORKS VEHICLE** model within 3" of this model. That **VEHICLE** model regains up to D3 lost wounds, and, until the start of your next Movement phase, each time that **VEHICLE** model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

Dead Rippy: If this model is equipped with 2 dread killsaws, those weapons have the **[TWIN-LINKED]** ability. If this model is equipped with 2 dread rippa klaw, those weapons have the **[TWIN-LINKED]** ability.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:
ORKS



MEKA-DREAD

Kustomised from the same basic chassis as Mega Dreads, Meka-Dreads commonly house a Mekboy who has wired himself into his own creation. They couple the spectacular firepower and close-quarters destruction of most Ork combat walkers with their pilot's ability to work crude but effective battlefield repairs on other damaged Orkoid war machines.

WARGEAR OPTIONS

- This model's killkannon can be replaced with one of the following:
 - 1 dread killsaw
 - 1 dread rippa klaw
 - This model's dread rippa klaw can be replaced with one of the following:
 - 1 dread killsaw
 - 1 killkannon
-

UNIT COMPOSITION

- **1 Meka-Dread**

This model is equipped with: killkannon; dread rippa klaw; stompy feet.

KEYWORDS: **VEHICLE, WALKER, MEKA-DREAD**










FACTION KEYWORDS:
ORKS

BIG TRAKK

M 12" T 9 SV 4+ W 12 LD 7+ OC 3

6+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1
 Kannon – frag [BLAST]	36"	D6	5+	5	0	1
 Kannon – shell	36"	1	5+	9	-2	D6
 Supa-kannon – frag [BLAST]	36"	D6+3	5+	5	0	1
 Supa-kannon – shell	36"	1	5+	9	-2	D3+3
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, TRANSPORT, BIG TRAKK

ABILITIES

CORE: Deadly Demise D3, Firing Deck 12

FACTION: Waaagh!

Spiked Ram: Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:
ORKS



BIG TRAKK

Made for when a normal Trukk just isn't big enough, Big Trakks are heavy rigs that can carry the Orks over the worst terrain or mount their Big Gunz and lots of gear. They are not all that fast, nor are they as tough as a full-blown Battlewagon, but Big Trakks make up for these shortfalls with their hauling power.

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 kannon
 - 1 supa-kannon

UNIT COMPOSITION

- 1 Big Trakk

This model is equipped with: 2 big shootas; armoured hull.

TRANSPORT

This model has a transport capacity of 12 **ORKS INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models. This model cannot transport **GHAZGHKULL THRAKA** models.



KEYWORDS: **VEHICLE, TRANSPORT, BIG TRAKK**



FACTION KEYWORDS:
ORKS

WARBOSS ON WARBIKE

M	T	SV	W	LD	OC	
12"	6	4+	7	6+	2	
		5+	INVULNERABLE SAVE			

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin dakkagun [ASSAULT, RAPID FIRE 2, TWIN-LINKED]	18"	3	5+	5	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Big choppa	Melee	5	2+	8	-1	2
Killsaw	Melee	3	4+	12	-3	2
Power claw	Melee	4	3+	10	-2	2

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

Speedboss: While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

High-octane Fuel: Each time this model's unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this model's unit.

KEYWORDS: MOUNTED, CHARACTER, SPEED FREES, GRENADES, WARBOSS



FACTION KEYWORDS:
ORKS

WARBOSS ON WARBIKE

Some Ork Warbosses choose to ride into battle astride massive smoke-belching warbikes. Not only does such a rocket-propelled mode of transport deliver them into the enemy battle lines with remarkable speed and violence, but it also furnishes them with a great deal of loud, flashy dakka to unleash on the way into the fight.

WARGEAR OPTIONS

- This model's killsaw can be replaced with one of the following:
 - 1 big choppa
 - 1 power claw

UNIT COMPOSITION

- 1 Warboss on Warbike

This model is equipped with: twin dakkagun; killsaw.

LEADER

This model can be attached to the following units:

- WARBIKERS
- NOBZ ON WARBIKES

KEYWORDS: MOUNTED, CHARACTER, SPEED FREAKS, GRENADES, WARBOSS



FACTION KEYWORDS:
ORKS

NOBZ ON WARBIKES

M	T	SV	W	LD	OC
12"	6	4+	4	7+	2

6+

INVULNERABLE SAVE

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Slugga [PISTOL]	12"	1	5+	4	0	1
Twin dakkagun [ASSAULT, RAPID FIRE 2, TWIN-LINKED]	18"	3	5+	5	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Big choppa	Melee	3	3+	7	-1	2
Choppa	Melee	3	3+	5	-1	1
Close combat weapon	Melee	3	3+	5	0	1
Killsaw	Melee	2	4+	12	-3	2
Power klaw	Melee	3	4+	9	-2	2
Power stabba [LANCE]	Melee	3	4+	8	-1	2

ABILITIES

FACTION: **Waaagh!**

Drive-by Krumpin': Each time this unit Consolidates, each model in this unit can move up to 6" instead of up to 3".

KEYWORDS: MOUNTED, SPEED FREEKS, GRENADES, NOBZ ON WARBIKES



FACTION KEYWORDS:
ORKS

NOBZ ON WARBIKES

When a mob of Ork Nobz takes to the battlefield riding kustomised warbikes, the ground shakes beneath their hurtling advance and the enemy scatter in terror. Capable of unleashing hails of devastating – if inaccurate – fire and bringing an array of brutal close combat weapons to bear, Nobz on Warbikes are a threat to even the mightiest foes.

WARGEAR OPTIONS

- Any number of models can each be equipped with 1 slugga.
- Any number of models can each have their choppa replaced with one of the following:
 - 1 big choppa
 - 1 killsaw
 - 1 power klaw
 - 1 power stabba
 - 1 slugga

UNIT COMPOSITION

- **3 Nobz on Warbikes**

Every model is equipped with: twin dakkagun; choppa; close combat weapon.

SPEED FREEKS MOB

If a model from your army with the Leader ability can be attached to a **WARBIKERS** unit, it can be attached to this unit instead.

KEYWORDS: MOUNTED, SPEED FREEKS, GRENADES, NOBZ ON WARBIKES



FACTION KEYWORDS:
ORKS