






KANNONWAGON

WARHAMMER LEGENDS

M T SV W LD OC
12" 10 4+ 16 7+ 4
6+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1
 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
Spiked ram	Melee	3	4+	8	0	1

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

KEYWORDS: VEHICLE, TRANSPORT, KANNONWAGON

ABILITIES

CORE: **Deadly Demise D6, Firing Deck 6**

FACTION: **Waaagh!**

Big Booms: In your Shooting phase, just after selecting a target for this model's supa-kannon, roll one D6 for the target unit and every other unit within 3" of that unit: on a 5+, the unit being rolled for is struck by a concussive wave. After this model has finished making its attacks against that target unit this phase, each unit struck by a concussive wave this phase suffers D3 mortal wounds.

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

WARGEAR OPTIONS

- This model can be equipped with up to 3 big shootas.

UNIT COMPOSITION

- 1 Kannonwagon

This model is equipped with: supa-kannon; spiked ram.

TRANSPORT

This model has a transport capacity of 6 **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, KANNONWAGON**



FACTION KEYWORDS:
ORKS

DA RED GOBBO

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	2	5+	3	7+	1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kustom grot blasta [DEVASTATING WOUNDS, PISTOL]	12"	D3	4+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Icon of da Revolushun [DEVASTATING WOUNDS]	Melee	3	4+	3	0	1

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

Da Revolushun! While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Hit roll.

Has Yoo Been a Good Little Grot This Year?: Once per battle, in your Shooting phase, you can target this model's unit with the Grenade Stratagem for OCP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, EPIC HERO, GROTS, DA RED GOBBO



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Da Red Gobbo – EPIC HERO

This model is equipped with: kustom grot blasta; Icon of da Revolushun.

LEADER

This model can be attached to the following unit:

- GRETCHIN

KEYWORDS: INFANTRY, CHARACTER, GRENADES, EPIC HERO, GROTS, DA RED GOBBO



FACTION KEYWORDS:
ORKS



PAINBOY ON WARBIKE

WARHAMMER LEGENDS

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

6+

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
Killsaw	Melee	2	4+	12	-3	2
Power klaw	Melee	3	4+	9	-2	2
'Urty syringe [ANTI-INFANTRY 4+, EXTRA ATTACKS, PRECISION]	Melee	1	3+	2	0	1

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

Dok's Toolz: While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Hold Still and Say 'Aargh!': Each time an attack made by this model with its 'urty syringe scores a Critical Wound against a unit (excluding **VEHICLE** units), that unit suffers D6 mortal wounds.

KEYWORDS: MOUNTED, SPEED FRECKS, CHARACTER, PAINBOY ON WARBIKE



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- This model's power claw can be replaced with 1 killsaw.

UNIT COMPOSITION

- **1 Painboy on Warbike**

This model is equipped with: twin dakkagun; power claw; 'urty syringe.

LEADER

This model can be attached to the following unit:

- **WARBIKERS**

KEYWORDS: MOUNTED, SPEED FREEKS, CHARACTER, PAINBOY ON WARBIKE





FACTION KEYWORDS:
ORKS

WARTRAKKS

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Rack of rokkits [BLAST]	24"	D3+1	5+	9	-2	3
Twin big shoota [RAPID FIRE 2, TWIN-LINKED]	36"	3	5+	5	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Spiked wheel	Melee	2	4+	6	0	1

ABILITIES

FACTION: **Waaagh!**

Drive-by Dakka: Each time a model in this unit makes a ranged attack that targets a unit within 9", improve the Armour Penetration characteristic of that attack by 1.

KEYWORDS: MOUNTED, SPEED FRECKS, WARTRAKKS



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- Any number of models can each have their twin big shoota replaced with 1 rack of rokkits.

UNIT COMPOSITION

- 1-2 Wartrakks

Every model is equipped with: twin big shoota; spiked wheel.

SPEED FREEKS

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, WARTRAKKS



FACTION KEYWORDS:
ORKS

SKORCHAS

WARHAMMER LEGENDS

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

6+

INVULNERABLE SAVE

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Skorcha [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Spiked wheel	Melee	2	4+	6	0	1

ABILITIES

FACTION: **Waaagh!**

Pyromaniaks: Each time a model in this unit makes a ranged attack with a Torrent weapon that targets an enemy unit within 6", re-roll a Wound roll of 1. If the target of that attack is also within range of an objective marker, you can re-roll the Wound roll instead.

KEYWORDS: MOUNTED, SPEED FREES, SKORCHAS



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1-2 Skorchas

Every model is equipped with: skorcha; spiked wheel.

SPEED FREEKS

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, SKORCHAS





FACTION KEYWORDS:
ORKS

WARBUGGIES

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Rack of rokkits [BLAST]	24"	D3+1	5+	9	-2	3
Twin big shoota [RAPID FIRE 2, TWIN-LINKED]	36"	3	5+	5	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Spiked wheels	Melee	3	4+	6	0	1

ABILITIES

FACTION: **Waaagh!**

Outflank: When this unit arrives from Strategic Reserves, it can be set up within your opponent's deployment zone (all other restrictions still apply).

KEYWORDS: MOUNTED, SPEED FRECKS, WARBUGGIES



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- Any number of models can each have their twin big shoota replaced with 1 rack of rokkits.

UNIT COMPOSITION

- 1-2 Warbuggies

Every model is equipped with: twin big shoota; spiked wheels.

SPEED FREEKS

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, WARBUGGIES







FACTION KEYWORDS:
ORKS


BIG GUNZ

WARHAMMER LEGENDS

M T SV W LD OC
3" 4 5+ 3 8+ 1
6+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
 Kannon – frag [BLAST, HEAVY]	36"	D6	6+	5	0	1
 Kannon – shell [HEAVY]	36"	1	6+	9	-2	D6
Lobba [BLAST, HEAVY, INDIRECT FIRE]	48"	D6	6+	5	0	1
Zzap gun [DEVASTATING WOUNDS, HEAVY]	36"	1	6+	2D6	-3	3

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	2	3+	4	0	1

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

KEYWORDS: VEHICLE, ARTILLERY, GROTS, BIG GUNZ

ABILITIES

FACTION: Waaagh!

Splat! Each time a model in this unit makes a ranged attack that targets a unit containing 10 or more models, re-roll a Hit roll of 1.



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- Any number of models can each have their kannon replaced with one of the following:
 - 1 lobba
 - 1 zzap gun

UNIT COMPOSITION

- 1-2 Big Gunz

Every model is equipped with: kannon; close combat weapons.

BIG GUNZ

Designer's Note: Place two Grot Crew tokens next to each Big Gun model when this unit is first set up, removing one each time its Big Gun model loses a wound (a Big Gun model itself is considered to represent its final wound).

KEYWORDS: VEHICLE, ARTILLERY, GROTS, BIG GUNZ



FACTION KEYWORDS:
ORKS


DEFFKOPTAS WITH BIG SHOOTAS


WARHAMMER LEGENDS

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

6+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kopta rokkits [BLAST, TWIN-LINKED]	24"	D3	5+	9	-2	3
Kustom mega-blasta [HAZARDOUS]	24"	3	5+	9	-2	D6
Slugga [PISTOL]	12"	1	5+	4	0	1
Twin big shoota [RAPID FIRE 2, TWIN-LINKED]	36"	3	5+	5	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Killsaw	Melee	3	4+	12	-3	2
Spinnin' blades	Melee	6	3+	5	0	1

ABILITIES

CORE: **Deep Strike**

FACTION: **Waaagh!**

Deff from Above: Each time this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

KEYWORDS: VEHICLE, FLY, GRENADES, DEFFKOPTAS WITH BIG SHOOTAS



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- Any number of models can each have their twin big shoota replaced with one of the following:
 - 1 kopta rockets
 - 1 kustom mega-blasta
 - Any number of models can each be equipped with 1 killsaw.
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UNIT COMPOSITION

- **3 Deffkoptas with Big Shootas**
Every model is equipped with: slugga; twin big shoota; spinnin' blades.
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KEYWORDS: **VEHICLE, FLY, GRENADES, DEFFKOPTAS WITH BIG SHOOTAS**







FACTION KEYWORDS:
ORKS

KILL KRUSHA

WARHAMMER LEGENDS

M T SV W LD OC
10" 12 3+ 22 7+ 8
6+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
 Krusha kannon – blast burna [BLAST]	48"	3D6	5+	6	-1	1
 Krusha kannon – tankhamma shell [HEAVY]	60"	1	5+	16	-3	6
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3
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
Tracks and wheels	Melee	6	4+	8	-1	1

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

KEYWORDS: VEHICLE, TITANIC, TRANSPORT, KILL KRUSHA

ABILITIES

CORE: Deadly Demise D6+2, Firing Deck 12

FACTION: Waaagh!

Da Biggest Booms: In your Shooting phase, just after selecting a target for this model's krusha kannon, the target unit and every other enemy **INFANTRY** unit within 3" of that unit must take a Battle-shock test.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 twin big shoota
 - 2 rokkit launchas
 - 1 skorcha
- This model can be equipped with one of the following:
 - 1 twin big shoota
 - 2 rokkit launchas
 - 1 skorcha

UNIT COMPOSITION

- 1 Kill Krusha

This model is equipped with: krusha kannon; tracks and wheels.

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, TITANIC, TRANSPORT, KILL KRUSHA







FACTION KEYWORDS:
ORKS


DEFF ROLLA BATTLE FORTRESS

WARHAMMER LEGENDS

M 10" T 12 SV 3+ W 22 LD 7+ OC 8

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
Lobba [BLAST, INDIRECT FIRE]	48"	D6	5+	5	0	1
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3
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
Zzap gun [DEVASTATING WOUNDS]	36"	1	5+	2D6	-3	3
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Deff rolla	Melee	6	3+	9	-1	2

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

KEYWORDS: VEHICLE, TITANIC, TRANSPORT, DEFF ROLLA BATTLE FORTRESS

ABILITIES

CORE: Deadly Demise D6+2, Firing Deck 22

FACTION: Waaagh!

Rolling Fortress: Each time a ranged attack is allocated to an **ORKS** model from your army, if that model is not fully visible to every model in the attacking unit because of this **DEFF ROLLA BATTLE FORTRESS** model, that model has the Benefit of Cover against that attack.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:
ORKS



WARGEAR OPTIONS

- This model can be equipped with up to 5 big shootas.
- Each of this model's zzap guns can be replaced with one of the following:
 - 1 lobba
 - 1 kannon
- This model's kannon can be replaced with one of the following:
 - 1 lobba
 - 1 zzap gun
- Each of this model's twin big shootas can be replaced with one of the following:
 - 1 skorcha
 - 1 rokkit launcha

UNIT COMPOSITION

- **1 Deff Rolla Battle Fortress**

This model is equipped with: kannon; 2 twin big shootas; 2 zzap guns; deff rolla.

TRANSPORT

This model has a transport capacity of 22 **ORKS INFANTRY** models. Each **MEGA ARMOUR** or **JUMP PACK** model takes up the space of 2 models. The Ghazghkull Thraka model takes up the space of 18 models.

KEYWORDS: **VEHICLE, TITANIC, TRANSPORT, DEFF ROLLA BATTLE FORTRESS**



FACTION KEYWORDS:
ORKS


CHINORK WARKOPTA


WARHAMMER LEGENDS

M	T	SV	W	LD	OC
14"	8	4+	10	7+	2

6+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1
Deffgun [RAPID FIRE 1]	48"	2	5+	8	-1	2
Kustom mega-blasta [HAZARDOUS]	24"	3	5+	9	-2	D6
Rattler kannon	24"	6	5+	6	-1	1
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3
Skorcha [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3, Deep Strike, Firing Deck 12**

FACTION: **Waaagh!**

Aerial Deployment: If this model starts the game in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

WARGEAR ABILITIES

Big Bomms: Once per battle, after the bearer ends a Normal move, you can select one enemy unit it moved across during that move and roll six D6: for each 4+, that unit suffers 1 mortal wound.

KEYWORDS: **VEHICLE, FLY, TRANSPORT, SPEED FREEKS, CHINORK WARKOPTA**



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- This model can be equipped with up to 2 big bomms.
- This model's big shoota can be replaced with one of the following:
 - 1 kustom mega-blasta
 - 1 rokkit launcha
 - 1 skorcha
- This model's 2 deffguns can be replaced with 2 rattler kannons.

UNIT COMPOSITION

- **1 Chinork Warkopta**

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

TRANSPORT

This model has a transport capacity of 12 **ORKS INFANTRY** models. This model cannot transport **GHAZGHKULL THRAKA**, **MEGA ARMOUR** or **JUMP PACK** models.

KEYWORDS: VEHICLE, FLY, TRANSPORT, SPEED FREEKS, CHINORK WARKOPTA





FACTION KEYWORDS:
ORKS

FIGHTA-BOMMER

WARHAMMER LEGENDS

M **20+**" T **9** SV **3+** W **12** LD **7+** OC **0**

6+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Grot-guided bomm [BLAST, ONE SHOT, INDIRECT FIRE]	72"	D6	4+	8	-2	2
One Shot: The bearer can only shoot with this weapon once per battle.						
Twin big shoota [RAPID FIRE 2, TWIN-LINKED]	36"	3	5+	5	0	1
Wing missiles	24"	1	5+	9	-2	3
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Waaagh!**

Strafing Run: Each time this model makes a ranged attack that targets a unit that cannot **FLY**, add 1 to the Hit roll.

WARGEAR ABILITIES

Small Bombs: Each time the bearer ends a Normal move, you can select one enemy unit it moved across during that move and roll three D6: for each 4+, that unit suffers 1 mortal wound.

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, FLY, AIRCRAFT, SPEED FREEKS, FIGHTA-BOMMER**



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 2 Grot-guided bomms
 - 2 wing missiles
 - Small bomms
-

UNIT COMPOSITION

- **1 Fighta-Bommer**
This model is equipped with: 3 twin big shootas;
armoured hull.
-

KEYWORDS: VEHICLE, FLY, AIRCRAFT, SPEED FREEKS, FIGHTA-BOMMER





FACTION KEYWORDS:
ORKS

ATTACK FIGHTA

WARHAMMER LEGENDS

M T SV W LD OC
20+" 9 3+ 10 7+ 0
6+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin big shoota [RAPID FIRE 2, TWIN-LINKED]	36"	3	5+	5	0	1
Wing missiles	24"	1	5+	9	-2	3

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Waaagh!**

Interceptor: Each time this model makes a ranged attack that targets a unit that can **FLY**, add 1 to the Hit roll.

WARGEAR ABILITIES

Small Bombs: Each time the bearer ends a Normal move, you can select one enemy unit it moved across during that move and roll three D6: for each 4+, that unit suffers 1 mortal wound.

KEYWORDS: **VEHICLE, FLY, AIRCRAFT, SPEED FREEKS, ATTACK FIGHTA**



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- This model can be equipped with 1 wing missiles.
-

UNIT COMPOSITION

- 1 Attack Fighta

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

KEYWORDS: VEHICLE, FLY, AIRCRAFT, SPEED FREEKS, ATTACK FIGHTA





FACTION KEYWORDS:
ORKS

LIFTA WAGON

WARHAMMER LEGENDS

M T SV W LD OC
10" 10 3+ 16 7+ 5
6+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Big shoota [RAPID FIRE 2]	36"	3	5+	5	0	1
Lifta-droppa [ANTI-VEHICLE 3+]	36"	4	5+	6	-3	D6+1
Rokkit launcha [BLAST]	24"	D3	5+	9	-2	3

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Deff rolla	Melee	6	3+	9	-1	2
Grabbin' klaw [EXTRA ATTACKS]	Melee	2	3+	8	-2	2
Tracks and wheels	Melee	6	4+	8	0	1
Wreckin' ball [EXTRA ATTACKS]	Melee	1	4+	10	0	D6

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Waaagh!**

Da Bigger Dey Are, da Better Dey Drop: Each time an attack made with this model's lifta-droppa destroys an enemy model that has the Deadly Demise ability, that model's Deadly Demise ability inflicts mortal wounds on a D6 roll of 3+ instead of on a 6.

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, LIFTA WAGON**



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- This model's tracks and wheels can be replaced with 1 deff rolla.
 - This model can be equipped with 1 grabbin' klaw.
 - This model can be equipped with 1 wreckin' ball.
 - This model can be equipped with one of the following:
 - 1 big shoota
 - 2 big shootas
 - 1 big shoota and 1 rokkit launcha
 - 1 rokkit launcha
 - 2 rokkit launchas
-

UNIT COMPOSITION

- 1 Lifta Wagon

This model is equipped with: lifta-droppa; tracks and wheels.

KEYWORDS: VEHICLE, LIFTA WAGON



FACTION KEYWORDS:
ORKS

GROT BOMM LAUNCHA

WARHAMMER LEGENDS

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

6+

INVULNERABLE SAVE

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Grot-guided bomms [BLAST, ONE SHOT, INDIRECT FIRE]	72"	D6	4+	8	-2	2

One Shot: The bearer can only shoot with this weapon once per battle.

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Spiked wheel	Melee	2	4+	6	0	1

ABILITIES

FACTION: **Waaagh!**

Furious Barrage: Each time this model makes a ranged attack that targets an enemy unit that contains five or more models, you can re-roll the Hit roll.

KEYWORDS: MOUNTED, SPEED FREEKS, GROTS, GROT BOMM LAUNCHA



FACTION KEYWORDS:
ORKS

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Grot Bomm Launcha

This model is equipped with: Grot-guided bomms; spiked wheel.

KEYWORDS: MOUNTED, SPEED FREEKS, GROTS, GROT BOMM LAUNCHA



FACTION KEYWORDS:
ORKS


BIG MEK ON WARBIKE


WARHAMMER LEGENDS

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

6+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kombi-weapon <small>[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</small>	24"	1	5+	4	0	1
Kustom mega-blasta <small>[HAZARDOUS]</small>	24"	3	5+	9	-2	D6
Kustom mega-slugga <small>[BLAST, HAZARDOUS]</small>	12"	D3	5+	8	-2	D6
Rokkit launcha <small>[BLAST]</small>	24"	D3	5+	9	-2	3
Shokk attack gun <small>[BLAST, HEAVY]</small>	60"	D6+1	5+	9	-4	D6
Slugga <small>[PISTOL]</small>	12"	1	5+	4	0	1
Twin dakkagun <small>[ASSAULT, RAPID FIRE 2, TWIN-LINKED]</small>	18"	3	5+	5	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Big choppa	Melee	4	3+	7	-1	2
Choppa	Melee	4	3+	5	-1	1
Close combat weapon	Melee	4	3+	5	0	1
Killsaw	Melee	3	4+	12	-3	2
Power klaw	Melee	4	4+	9	-2	2

KEYWORDS: MOUNTED, SPEED FREEKS, CHARACTER, GRENADES,
BIG MEK ON WARBIKE

ABILITIES

CORE: Leader

FACTION: Waaagh!

More Dakka: While this model is leading a unit, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1.

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.

WARGEAR ABILITIES

Kustom Force Field: While the bearer is leading a unit, models in that unit have a 4+ invulnerable save against ranged attacks.

FACTION KEYWORDS:
ORKS



WARGEAR OPTIONS

- This model's slugga can be replaced with one of the following:
 - 1 shokk attack gun
 - 1 kustom force field
 - 1 kombi-weapon
 - 1 kustom mega-blasta
 - 1 kustom mega-slugga
 - 1 rokkit launcha
 - 1 big choppa
 - 1 power klaw

- This model's choppa can be replaced with one of the following:
 - 1 kombi-weapon
 - 1 kustom mega-blasta
 - 1 kustom mega-slugga
 - 1 rokkit launcha
 - 1 big choppa
 - 1 killsaw
 - 1 power klaw

UNIT COMPOSITION

- **1 Big Mek on Warbike**

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

LEADER

This model can be attached to the following unit:

- **WARBIKERS**

KEYWORDS: MOUNTED, SPEED FRECKS, CHARACTER, GRENADES,
BIG MEK ON WARBIKE



FACTION KEYWORDS:
ORKS



BOSS ZAGSTRUK

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	5	4+	6	6+	1

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Slugga [PISTOL]	12"	1	5+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Da Vulcha's Klaws and choppa	Melee	6	2+	8	-2	2

ABILITIES

CORE: **Deep Strike, Feel No Pain 6+, Leader**

FACTION: **Waaagh!**

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

Plummeting Descent: You can re-roll Charge rolls made for this model's unit in a turn in which it was set up on the battlefield from Reserves.

KEYWORDS: INFANTRY, JUMP PACK, FLY, CHARACTER, EPIC HERO, BOSS ZAGSTRUK



FACTION KEYWORDS:
ORKS

BOSS ZAGSTRUK

WARHAMMER LEGENDS

Plummeting from his kustom fighta-bommer at the head of his infamous Vulcha Boyz, Boss Zagstruk hits the enemy like a four hundred pound rocket-propelled missile of pure, belligerent fury. Amidst the roar of his blitz missiles and the crunch of bone beneath his cybork foot-klaws, bloody havoc ensues.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Boss Zagstruk – EPIC HERO**

This model is equipped with: Da Vulcha's Klaws and choppa; slugga.

LEADER

This model can be attached to the following unit:

- **STORMBOYZ**

KEYWORDS: INFANTRY, JUMP PACK, FLY, CHARACTER, EPIC HERO, BOSS ZAGSTRUK



FACTION KEYWORDS:
ORKS



MAD DOK GROTSNIK

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	5	5+	4	7+	1

5+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Slugga [PISTOL]	12"	1	5+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power klaw [SUSTAINED HITS 1]	Melee	4	3+	9	-2	2
'Urty syringe [ANTI-INFANTRY 4+, EXTRA ATTACKS, PRECISION]	Melee	1	3+	2	0	1

ABILITIES

CORE: **Feel No Pain 5+, Leader**

FACTION: **Waaagh!**

Mad Dok: While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

One Scalpel Short of a Medpack: While this model is leading a unit, that unit is eligible to declare a charge in a turn in which it Fell Back.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PAINBOY, MAD DOK GROTSNIK



FACTION KEYWORDS:
ORKS

MAD DOK GROTSNIK

WARHAMMER LEGENDS

More so even than whatever passes for a 'normal' Painboy, Dok Grotsnik relishes the butchery of the battlefield. He is quite, quite mad and remarkably dangerous, treating each new war as an opportunity for experimentation, a chance to harvest new samples to add to his stockpile of gory anatomical spares.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Mad Dok Grotsnik – EPIC HERO**

This model is equipped with: slugga; power klaw; 'urty syringe.

LEADER

This model can be attached to the following units:

- **BOYZ**
- **BURNA BOYZ**
- **TANKBUSTAS**
- **LOOTAS**
- **NOBZ**

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, PAINBOY, MAD DOK GROTSNIK





FACTION KEYWORDS:
ORKS

NOB WITH WAAAGH! BANNER

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	5	4+	3	7+	1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kustom shoota [RAPID FIRE 2]	18"	4	5+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Waaagh! banner	Melee	3	3+	8	-2	2

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

Plant the Waaagh! Banner: Once per battle, at the start of the battle round, this model can use this ability. If it does, until the start of the next battle round, this model's unit gains the benefits of the Waaagh! ability as if you had called a Waaagh! this battle round.

Da Boss Iz Watchin': While this model is gaining the benefits of the Waaagh! ability, it has a 4+ invulnerable save and an Objective Control characteristic of 5.

KEYWORDS: INFANTRY, CHARACTER, NOB WITH WAAAGH! BANNER



FACTION KEYWORDS:
ORKS

NOB WITH WAAAGH! BANNER

WARHAMMER LEGENDS

Entrusted to the warband's most stubborn Nob, a Waaagh! banner serves as a rallying point and a place for the Warboss to display his favourite trophies, glyph plates and such. Should the ladz need some encouragement to get stuck into a scrap, the banner also doubles as a handy bludgeon to beat some ferocity into them.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Nob with Waaagh! Banner

This model is equipped with: kustom shoota; Waaagh! banner.

LEADER

This model can be attached to the following units:

- Boyz
- Nobz

KEYWORDS: INFANTRY, CHARACTER, NOB WITH WAAAGH! BANNER



FACTION KEYWORDS:
ORKS

M

T

SV

W

LD

OC

-

9

4+

10

7+

0

ABILITIES

CORE: Deadly Demise 1

FACTION: Waaagh!

Ramshackle Cover: Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.

Workshop: When this **FORTIFICATION** is set up, all parts of it must be set up within 1" of another part. At the end of your Movement phase, each friendly **ORKS VEHICLE** model within 12" of this **FORTIFICATION** can regain up to D3 lost wounds (roll separately for each model). Each model can only be affected by this ability once per turn.

Fortification: While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.



KEYWORDS: FORTIFICATION, VEHICLE, MEKBOY WORKSHOP

FACTION KEYWORDS:
ORKS

MEKBOY WORKSHOP

Mekboyz are more than happy to raise new workshops mid-battle, throwing the structures together from the wreck and ruin lying all about. Enemies watch in bemused horror as these ad hoc structures swarm with activity and start churning out upgraded and kustomised war engines right before their eyes!

UNIT COMPOSITION

- 1 Mekboy Workshop

WARGEAR OPTIONS

- None



KEYWORDS: FORTIFICATION, VEHICLE, MEKBOY WORKSHOP





FACTION KEYWORDS:
ORKS

BIG MEK WITH KUSTOM FORCE FIELD

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	5	4+	4	7+	1

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Slugga [PISTOL]	12"	1	5+	4	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Choppa	Melee	4	3+	5	-1	1

ABILITIES

CORE: **Leader**

FACTION: **Waaagh!**

More Dakka: While this model is leading a unit, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1.

Kustom Force Field: While this model is leading a unit, models in that unit have a 5+ invulnerable save against ranged attacks. Once per battle, at the start of any phase, this model can overcharge its kustom force field. If it does, until the end of the phase, this invulnerable save is improved to 4+.

WARGEAR ABILITIES

Grot Helper: Once per battle, the bearer can overcharge its kustom force field one additional time.

Designer's Note: Place a Grot Helper token next to the bearer, removing it once this ability has been used.

KEYWORDS: **INFANTRY, CHARACTER, GRENADES, MEK, BIG MEK WITH KUSTOM FORCE FIELD**



FACTION KEYWORDS: **ORKS**

BIG MEK WITH KUSTOM FORCE FIELD

WARHAMMER LEGENDS

Projected from a mass of whirly bits and alarmingly sparking worky gubbinz, the kustom force field is a wobbling energy dome that extends over the Big Mek and any nearby greenskins. Incoming enemy fire rebounds harmlessly from this unstable force field, leaving the Mek and his oblivious mates free to storm onward into battle.

WARGEAR OPTIONS

- This model can be equipped with 1 grot helper.

UNIT COMPOSITION

- 1 Big Mek with Kustom Force Field

This model is equipped with: slugga; choppa.

LEADER

This model can be attached to the following units:

- BOYZ
- BURNA BOYZ
- TANKBUSTAS
- LOOTAS
- NOBZ

KEYWORDS: INFANTRY, CHARACTER, GRENADES, MEK,
BIG MEK WITH KUSTOM FORCE FIELD



FACTION KEYWORDS:
ORKS




KAPTIN BADRUKK


WARHAMMER LEGENDS


M	T	SV	W	LD	OC
6"	5	3+	6	7+	1

4+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
 Da Rippa – standard [HEAVY, SUSTAINED HITS 1]	24"	3	5+	7	-2	2
 Da Rippa – supercharge [HAZARDOUS, HEAVY, SUSTAINED HITS 1]	24"	3	5+	8	-3	3
Slugga [PISTOL]	12"	1	4+	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Choppa	Melee	6	2+	5	-1	1

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

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, KAPTIN BADRUKK

ABILITIES

CORE: Leader

FACTION: Waaagh!

Flashiest Gitz: While this model is leading a unit, each time a model in that unit makes a ranged attack, you can re-roll the Hit roll.

Ded Glowly Ammo (Aura): While an enemy INFANTRY unit is within 6" of this model, subtract 1 from the Toughness characteristic of models in that unit.

FACTION KEYWORDS:
ORKS



KAPTIN BADRUKK

WARHAMMER LEGENDS

Kaptin Badrukk's Goldtoof Armour is proof against anything the galaxy can throw at him. This is fortunate considering the levels of radiation that emanate from his pride and joy, Da Rippa. This kustom shoota fires unstable plasma shells that reduce Badrukk's foes to glowing ash, at least until it malfunctions explosively.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Kaptin Badrukk – EPIC HERO

This model is equipped with: slugga; choppa; Da Rippa.

LEADER

This model can be attached to the following unit:

- FLASH GITZ

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, KAPTIN BADRUKK





FACTION KEYWORDS:
ORKS

GROT TANKS

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Grot tank shoota [DEVASTATING WOUNDS, RAPID FIRE 2]	36"	3	4+	5	0	1
Grotzooka [BLAST, IGNORES COVER]	18"	D3+3	4+	6	-1	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, GROTS, GROT TANKS**



FACTION KEYWORDS:
ORKS

GROT TANKS

WARHAMMER LEGENDS

Grot tanks are the product of the deranged imaginations of grot riggers and scavs 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 Grot tank 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 Grot tank shoota
 - 1 grotzooka
 - 1 kustom mega-blasta
 - 1 rokkit launcha
 - 1 skorcha

UNIT COMPOSITION

- **4-8 Grot Tanks**

Every model is equipped with: Grot tank shoota; ramshackle hull.

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



FACTION KEYWORDS:
ORKS

GROT MEGA-TANK

WARHAMMER LEGENDS

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, IGNORES COVER, TWIN-LINKED]	18"	D3+3	4+	6	-1	1
Twin kustom mega-blasta [HAZARDOUS, TWIN-LINKED]	24"	2	4+	9	-2	D6
Twin rokkit 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, GROTS, GROT MEGA-TANK**



FACTION KEYWORDS:
ORKS

GROT MEGA-TANK

WARHAMMER LEGENDS

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, GROTS, GROT MEGA-TANK**









FACTION KEYWORDS:
ORKS


SQUIGGOTH

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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

KILL TANK

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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; skorcha; 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 THRACA** models.

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





FACTION KEYWORDS:
ORKS

MEGA DREAD

WARHAMMER LEGENDS

M T SV W LD OC
8" 10 2+ 16 7+ 5
6+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
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
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 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.

KEYWORDS: VEHICLE, WALKER, MEGA DREAD



FACTION KEYWORDS:
ORKS

MEGA DREAD

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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

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.

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



FACTION KEYWORDS:
ORKS

MEKA-DREAD

WARHAMMER LEGENDS

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
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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

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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 FREES, GRENADES, WARBOSS




FACTION KEYWORDS:
ORKS

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

6+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
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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
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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

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