






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**.

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, 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, 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, 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 Mek 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, 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. The Ghazghkull Thraka model takes up the space of 18 models.

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








FACTION KEYWORDS:
ORKS

DEFF ROLLA BATTLE FORTRESS

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
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, 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, 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, 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, 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, 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, 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 FRECKS, 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, 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