KANNONWAGON

RANGED WEAPONS

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Big shoota [RAPID FIRE 2]</td>
<td>36&quot;</td>
<td>3</td>
<td>5+</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>Supa-kannon – frag [BLAST]</td>
<td>36&quot;</td>
<td>D6+3</td>
<td>5+</td>
<td>5</td>
<td>0</td>
</tr>
<tr>
<td>Supa-kannon – shell</td>
<td>36&quot;</td>
<td>1</td>
<td>5+</td>
<td>9</td>
<td>-2</td>
</tr>
</tbody>
</table>

MELEE WEAPONS

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spiked ram</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>8</td>
<td>0</td>
</tr>
</tbody>
</table>

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.

KEYWORDS: Vehicle, Transport, Kannonwagon

FACTION KEYWORDS: Orks
KANNONWAGON

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

**Keywords:** Infantry, Character, Grenades, Epic Hero, Da Red Gobbo

**Faction Keywords:** Orks

### Ranged Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Kustom grot blasta [Devastating Wounds, Pistol]</strong></td>
<td>12&quot;</td>
<td>D3</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Icon of da Revolushun [Devastating Wounds]</strong></td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
</tbody>
</table>

### 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 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.
**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

**Keywords:** Mounted, Speed Freeks, Character, Painboy on Warbike

### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Twin Dakkagun</td>
<td>18&quot;</td>
<td>3</td>
<td>5+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>(Assault, Rapid Fire 2, Twin-Linked)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Killsaw</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Power Klaw</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>9</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>'Urrty Syringe</td>
<td>Melee</td>
<td>1</td>
<td>3+</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>(Anti-Infantry 4+, Extra Attacks, Precision)</td>
<td></td>
<td></td>
<td></td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

### 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 'Urrty syringe scores a Critical Wound against a unit (excluding Vehicle units), that unit suffers D6 mortal wounds.
**WARGEAR OPTIONS**
- This model's power klaw can be replaced with 1 killsaw.

**UNIT COMPOSITION**
- 1 Painboy on Warbike
  This model is equipped with: twin dakkagun; power klaw; '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

**KEYWORDS:** Mounted, Speed Freeks, Wartrakks

<table>
<thead>
<tr>
<th>RANGED WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rack of rokkits [BLAST]</td>
<td>24&quot;</td>
<td>D3+1</td>
<td>5+</td>
<td>9</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Twin big shoota [RAPID FIRE 2, TWIN-LINKED]</td>
<td>36&quot;</td>
<td>3</td>
<td>5+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spiked wheel</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**FACTION KEYWORDS:** Orks

**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.
WARTRAKKS

**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.
## Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Skorcha</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

IGNORES COVER, TORRENT

## Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spiked wheel</td>
<td>Melee</td>
<td>2</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## 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.
SKORCHAS

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

**KEYWORDS:** Mounted, Speed Freeks, Warbuggies

**FACTION KEYWORDS:** Orks

- **M T SV W LD OC**
  - M: 12
  - T: 6
  - SV: 4+
  - W: 6
  - LD: 7+
  - OC: 2

- **INVULNERABLE SAVE**
  - 6+

### RANGE OF WEAPONS

#### RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A BS</th>
<th>S AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rack of rokkits [BLAST]</td>
<td>24&quot; D3+1</td>
<td>5+ 9</td>
<td>-2 3</td>
</tr>
<tr>
<td>Twin big shoota [RAPID FIRE 2, TWIN-LINKED]</td>
<td>36&quot; 3</td>
<td>5+ 5</td>
<td>0 1</td>
</tr>
</tbody>
</table>

#### MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A WS</th>
<th>S AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spiked wheels</td>
<td>Melee</td>
<td>3 4+</td>
<td>6 0 1</td>
</tr>
</tbody>
</table>

### 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).
**Warbuggies**

**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

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kannon – frag [BLAST, HEAVY]</td>
<td>36”</td>
<td>D6</td>
<td>6+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Kannon – shell [HEAVY]</td>
<td>36”</td>
<td>1</td>
<td>6+</td>
<td>9</td>
<td>-2</td>
<td>D6</td>
</tr>
<tr>
<td>Lobba [BLAST, HEAVY, INDIRECT FIRE]</td>
<td>48”</td>
<td>D6</td>
<td>6+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Zzap gun [DEVASTATING WOUNDS, HEAVY]</td>
<td>36”</td>
<td>1</td>
<td>6+</td>
<td>2D6</td>
<td>-3</td>
<td>3</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapons</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**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.

**INVULNERABLE SAVE**

6+

**KEYWORDS:** Vehicle, Artillery, Big Gunz

**FACTION KEYWORDS:** Orks
WARHAMMER LEGENDS

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**

**KEYWORDS:** Vehicle, Fly, Grenades, Deffkoptas with Big Shootas

**FACTION KEYWORDS:** Orks

**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.

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**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kopta rokkits [BLAST, TWIN-LINKED]</td>
<td>24&quot;</td>
<td>D3</td>
<td>5+</td>
<td>9</td>
<td>-2</td>
</tr>
<tr>
<td>Kustom mega-blasta [HAZARDOUS]</td>
<td>24&quot;</td>
<td>3</td>
<td>5+</td>
<td>9</td>
<td>-2</td>
</tr>
<tr>
<td>Slugga [PISTOL]</td>
<td>12&quot;</td>
<td>1</td>
<td>5+</td>
<td>4</td>
<td>0</td>
</tr>
<tr>
<td>Twin big shoota [RAPID FIRE 2, TWIN-LINKED]</td>
<td>36&quot;</td>
<td>3</td>
<td>5+</td>
<td>5</td>
<td>0</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

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<tr>
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<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Killsaw</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
</tr>
<tr>
<td>Spinnin’ blades</td>
<td>Melee</td>
<td>6</td>
<td>3+</td>
<td>5</td>
<td>0</td>
</tr>
</tbody>
</table>

**INVULNERABLE SAVE**

**M T SV W LD OC**

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

**INVULNERABLE SAVE**

6+
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.

UNIT COMPOSITION

- 3 Deffkoptas with Big Shootas
  Every model is equipped with: slugga, twin big shoota; spinnin’ blades.

KEYWORDS: Vehicle, Fly, Grenades, Deffkoptas with Big Shootas

FACTION KEYWORDS: Orks
**KILL KRUSHA**

**RANGED WEAPONS**

- **Krusha kannon – blast burna** [BLAST]
  - Range: 48”
  - A: 3D6
  - BS: 5+
  - S: 6
  - AP: -1
  - D: 1

- **Krusha kannon – tankhamma shell** [HEAVY]
  - Range: 60”
  - A: 1
  - BS: 5+
  - S: 16
  - AP: -3
  - D: 6

- **Rokkit launcha** [BLAST]
  - Range: 24”
  - A: D3
  - BS: 5+
  - S: 9
  - AP: -2
  - D: 3

- **Skorcha** [IGNORES COVER, TORRENT]
  - Range: 12”
  - A: D6
  - BS: N/A
  - S: 5
  - AP: -1
  - D: 1

- **Twin big shoota** [RAPID FIRE 2, TWIN-LINKED]
  - Range: 36”
  - A: 3
  - BS: 5+
  - S: 5
  - AP: 0
  - D: 1

**MELEE WEAPONS**

- **Tracks and wheels**
  - Range: Melee
  - A: 6
  - WS: 4+
  - S: 8
  - AP: -1
  - D: 1

**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.

**KEYWORDS:** Vehicle, Titanic, Transport, Kill Krusha

**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.
## DEFF ROLLA BATTLE FORTRESS

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>10”</td>
<td>12</td>
<td>3+</td>
<td>22</td>
<td>7+</td>
<td>8</td>
</tr>
</tbody>
</table>

**INVULNERABLE SAVE**

### RANGED WEAPONS

<table>
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<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
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<tbody>
<tr>
<td>36&quot;</td>
<td>3</td>
<td>5+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>36&quot;</td>
<td>D6</td>
<td>5+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>36&quot;</td>
<td>1</td>
<td>5+</td>
<td>9</td>
<td>-2</td>
<td>D6</td>
</tr>
<tr>
<td>48&quot;</td>
<td>D6</td>
<td>5+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>24&quot;</td>
<td>D3</td>
<td>5+</td>
<td>9</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>36&quot;</td>
<td>3</td>
<td>5+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>36&quot;</td>
<td>1</td>
<td>5+</td>
<td>20</td>
<td>-3</td>
<td>3</td>
</tr>
</tbody>
</table>

**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.

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee</td>
<td>6</td>
<td>3+</td>
<td>9</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

**INVULNERABLE SAVE**

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

**KEYWORDS:** Vehicle, Titanic, Transport, Deff Rolla Battle Fortress

**FACTION KEYWORDS:** Orks
WARHAMMER LEGENDS

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 rokit 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

**Keywords:** Vehicle, Fly, Transport, Chinork Warkopta

## RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Big shoota [RAPID FIRE 2]</td>
<td>36”</td>
<td>3</td>
<td>5+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Deffgun [RAPID FIRE 1]</td>
<td>48”</td>
<td>2</td>
<td>5+</td>
<td>8</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Kustom mega-blasta [HAZARDOUS]</td>
<td>24”</td>
<td>3</td>
<td>5+</td>
<td>9</td>
<td>-2</td>
<td>D6</td>
</tr>
<tr>
<td>Rattler kannon</td>
<td>24”</td>
<td>6</td>
<td>5+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Rokkit launcha [BLAST]</td>
<td>24”</td>
<td>D3</td>
<td>5+</td>
<td>9</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Skorcha [IGNORES COVER, TORRENT]</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
</tbody>
</table>

## MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured hull</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## 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

** Keywords:** Vehicle, Fly, Aircraft, FIGHTA-BOMMER

<table>
<thead>
<tr>
<th>RANGED WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grot-guided bomm [Blast, One Shot, Indirect Fire]</td>
<td>72&quot;</td>
<td>D6</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>One Shot: The bearer can only shoot with this weapon once per battle.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Twin big shoota [Rapid Fire 2, Twin-Linked]</td>
<td>36&quot;</td>
<td>3</td>
<td>5+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Wing missiles</td>
<td>24&quot;</td>
<td>1</td>
<td>5+</td>
<td>9</td>
<td>-2</td>
<td>3</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MELEE WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured hull</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

** 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 Bomms:** 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
### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Twin big shoota</td>
<td>36&quot;</td>
<td>3</td>
<td>5+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Wing missiles</td>
<td>24&quot;</td>
<td>1</td>
<td>5+</td>
<td>9</td>
<td>-2</td>
<td>3</td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured hull</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### 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 Bomms:** 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.

### Faction 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**

**KEYWORDS:** Vehicle, Lifta Wagon

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Big shoota [RAPID FIRE 2]</td>
<td>36&quot;</td>
<td>3</td>
<td>5+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Lifta-droppa [ANTI-VEHICLE 3+]</td>
<td>36&quot;</td>
<td>4</td>
<td>5+</td>
<td>6</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Rokkit launcha [BLAST]</td>
<td>24&quot;</td>
<td>D3</td>
<td>5+</td>
<td>9</td>
<td>-2</td>
<td>3</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Deff rolla</td>
<td>Melee</td>
<td>6</td>
<td>3+</td>
<td>9</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Grabbin' klaw [EXTRA ATTACKS]</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Tracks and wheels</td>
<td>Melee</td>
<td>6</td>
<td>4+</td>
<td>8</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Wreckin' ball [EXTRA ATTACKS]</td>
<td>Melee</td>
<td>1</td>
<td>4+</td>
<td>10</td>
<td>0</td>
<td>D6</td>
</tr>
</tbody>
</table>

**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.
**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 Launche

**Keywords:** Mounted, Speed Freeks, Grot Bomm Launcha

### 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.

**Faction Keywords:** Orks

**Keywords:** Mounted, Speed Freeks, Grot Bomm Launcha

---

**Invulnerable Save:** 6+
## 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
**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kombi-weapon</td>
<td>24&quot;</td>
<td>1</td>
<td>5+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>[ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kustom mega-blasta [HAZARDOUS]</td>
<td>24&quot;</td>
<td>3</td>
<td>5+</td>
<td>9</td>
<td>-2</td>
<td>D6</td>
</tr>
<tr>
<td>Kustom mega-slugga [BLAST, HAZARDOUS]</td>
<td>12&quot;</td>
<td>D3</td>
<td>5+</td>
<td>8</td>
<td>-2</td>
<td>D6</td>
</tr>
<tr>
<td>Rokkit launcha [BLAST]</td>
<td>24&quot;</td>
<td>D3</td>
<td>5+</td>
<td>9</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td>Shokk attack gun [BLAST, HEAVY]</td>
<td>60&quot;</td>
<td>D6+1</td>
<td>5+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Big choppa</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>7</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Choppa</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Killsaw</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>2</td>
</tr>
<tr>
<td>Power klaw</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>9</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

**ABILITIES**

**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 Freeks, Character, Grenades, Big Mek on Warbike

**FACTION KEYWORDS:** Orks