

KILL TEAM LIST ORKS

CODEX: ORKS

This Team List uses the special rules and wargear lists found in Codex: Orks. If a rule differs from the Codex, it will be clearly stated.

MOB RULE

Instead of using the Mob Rule rules in the Codex, use the following: If a Squad/model with the Mob Rule special rule fails a Morale check or Pinning test (after any re-rolls), and there is a friendly Ork Team Leader, Nob, Meganob or Flash Git within 6" roll a D6: On a 1-3 the Squad/model fails as

normal, on a 4+ the Squad/model suffers a single Strength 4 AP- hit as it is clobbered by 'da big 'un' and is then treated as passing the Morale check or Pinning test.

MODEL AVAILABILITY

You must adhere to the following model requirements when building your team:

- 1 Team Leader model
- 1-30 Core models
- 0-5 Special models

TEAM LEADERS

| BOSS NOB | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type | 18 Points |
|-------------------------|----|----|---|---|---|---|---|----|----|----------------------|-----------|
| Boss Nob | 4 | 2 | 4 | 4 | 3 | 3 | 3 | 7 | 6+ | Infantry (Character) | |
| Boss Meganob (upgrade) | 4 | 2 | 4 | 4 | 3 | 3 | 3 | 7 | 2+ | Infantry (Character) | |
| Boss Kommando (upgrade) | 4 | 2 | 4 | 4 | 3 | 3 | 3 | 7 | 6+ | Infantry (Character) | |

WARGEAR:

- Slugga
- Choppa
- Stikkbomb

SPECIAL RULES:

- Inspiring Presence
- 'Ere We Go!
- Furious Charge
- Da Boss*

Da Boss: In a team lead by a Boss Nob with a Warbike, you may take more than three Warbikers. If the Boss Nob has a Rokkit pack, you may take more than five Stormboyz. In a team led by a Boss Meganob, Meganobz may be taken as Core.

BOSS MEGANOB:

A Boss Nob may be upgraded to a Boss Meganob for 22 pts. A Boss Meganob replaces all his wargear with Mega armour, twin-linked shoota, power klaw and a stikkbomb and has only these options:

- May replace twin-linked shoota with:
 - Kombi-weapon with rokket launcha 5 pts
 - Kombi-weapon with skorcha 5 pts
- May replace both weapons with two killsaws for 10 pts.
- May take items from the **Ork Armoury**, including Leader, Boss Nob and Meganob items.

BOSS KOMMANDO:

May upgrade to a Boss Kommando for 4 pts, gaining the Move Through Cover, Stealth and Infiltrate special rules. A Kommando Nob may not be upgraded to a Boss Meganob, take a Rokkit pack or a Warbike but can otherwise take any options below. In a team lead by a Boss Kommando, you may take more than five Kommandos.

OPTIONS:

- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May take any of the following:
 - 0-3 Ammo runts 3 pts each
 - 'eavy armour 4 pts
 - Cybork body 5 pts
 - Gitfinda 5 pts
 - Rokkit pack¹ 10 pts
 - Warbike¹ 15 pts
 - Attack squig 15 pts
- May take items from the **Ork Armoury**, including Leader and Boss Nob items.

¹These pieces of wargear are mutually exclusive.

| BOSS MEK | | | | | | | | | | | 30 Points |
|----------|----|----|---|---|---|---|---|----|----|----------------------|-----------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type | |
| Boss Mek | 4 | 2 | 4 | 4 | 3 | 3 | 3 | 7 | 6+ | Infantry (Character) | |

WARGEAR:

- Slugga
- Choppa
- Mek's tools
- Stikkbomb

SPECIAL RULES:

- Inspiring Presence
- 'Ere We Go!
- Furious Charge

OPTIONS:

- May take items from the **Melee Weapons** and **Mek Weapons** lists.
- May replace choppa with a killsaw for 30 pts.
- May take any of the following:
 - 0-3 Ammo runts 3 pts each
 - 'eavy armour 4 pts
 - 0-3 Grot oilers 5 pts each
 - Cybork body 5 pts
 - Gitfinda 5 pts
 - Warbike 15 pts
 - Attack squig 15 pts
- May take items from the **Ork Armoury**, including Leader and Mek items.



| WEIRDBOY | | | | | | | | | | | 45 Points |
|----------|----|----|---|---|---|---|---|----|----|----------------------|-----------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type | |
| Weirdboy | 4 | 2 | 4 | 4 | 3 | 3 | 3 | 7 | 6+ | Infantry (Character) | |

WARGEAR:

- Weirdboy staff

SPECIAL RULES:

- Inspiring Presence
- 'Ere We Go!
- Furious Charge
- Psyker (Mastery Level 1)
- Waaagh! Energy

PSYKER:

At the start of the battle the model generates a single psychic power; this can be either Frazzle, 'Eadbanger or Warpath from the **Power of the Waaagh!** discipline.

OPTIONS:

- May take items from the **Ork Armoury**, including Leader and Weirdboy items.

| KAPTIN | | | | | | | | | | | 22 Points |
|--------|----|----|---|---|---|---|---|----|----|----------------------|-----------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type | |
| Kaptin | 4 | 2 | 4 | 4 | 3 | 3 | 3 | 7 | 6+ | Infantry (Character) | |

WARGEAR:

- Snazzgun
- Stikkbomb
- Gitfinda
- Bosspole*

SPECIAL RULES:

- Inspiring Presence
- 'Ere We Go!
- Furious Charge

OPTIONS:

- May take an ammo runt for 3 pts
- May take items from the **Ork Armoury**, including Leader and Kaptin items.

Bosspole (Rule Amendment): Any Squad/model within the Inspiring Presence radius of the model with the bosspole may re-roll results of 1-3 when rolling for Mob Rule (see pg 1). In addition, a bosspole counts as a 'banner' when determining combat results.



CORE

| | | | | | | | | | | |
|-----------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|------------------|
| BOYZ MOB | | | | | | | | | | 30 Points |
| Ork Boy | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |
| | 4 | 2 | 3 | 4 | 1 | 2 | 2 | 7 | 6+ | Infantry |

WARGEAR:

- Slugga
- Choppa
- Stikkbomb

SPECIAL RULES:

- Squad (5 Ork Boyz)
- 'Ere We Go!
- Furious Charge
- Mob Rule

OPTIONS:

- The entire Squad may replace their sluggas with shootas for *5 pts*.
- The entire Squad may take 'eavy armour for *20 pts*.
- One Ork Boy in the Squad may replace their ranged weapon with:
 - Big shoota *5 pts*
 - Rokkit launcha *5 pts*

| | | | | | | | | | | |
|---------------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|------------------|
| GRETCHIN MOB | | | | | | | | | | 15 Points |
| Gretchin | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |
| | 2 | 3 | 2 | 2 | 1 | 2 | 1 | 5 | - | Infantry |

WARGEAR:

- Grot blasta

SPECIAL RULES:

- Squad (5 Gretchin)
- Cowardly*

Cowardly: If a Gretchin Mob begins its Movement phase more than 6" away from a friendly Runtherd or Team Leader then they must take a Leadership test. If failed, the Gretchin Mob may not voluntarily move this turn.

| | | | | | | | | | | |
|--|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|------------------|
| RESTRICTION: You may only take as many Runtherds as there are Gretchin Mobz in your team. | | | | | | | | | | |
| RUNTHERD | | | | | | | | | | 10 Points |
| Runtherd | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |
| | 4 | 2 | 3 | 4 | 1 | 2 | 2 | 7 | 6+ | Infantry |

WARGEAR:

- Grabba stick
- Slugga
- Stikkbomb

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Herder*

OPTIONS:

- May replace grabba stick with grot-prod for *5 pts*.
- May take a squig hound* for *5 pts*.

Herder: Any friendly Gretchin Mob within 6" of the Runtherd may use his Leadership for any test.

**Rule Amendment:* Each time a Gretchin Mob within 6" fails a Morale check it suffers D3 Strength 3 AP- hits and must then re-roll the failed check.

| | | | | | | | | | | |
|--|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|------------------|
| RESTRICTION: You may only take a maximum of five Burna Boyz in your team. | | | | | | | | | | |
| BURNA BOY | | | | | | | | | | 16 Points |
| Burna Boy | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |
| | 4 | 2 | 3 | 4 | 1 | 2 | 2 | 7 | 6+ | Infantry |

WARGEAR:

- Burna
- Stikkbomb

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Mob Rule



RESTRICTION: You may only take a maximum of five Tankbustas in your team.

| TANKBUSTA | | | | | | | | | | | 13 Points |
|------------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|------------------|-----------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type | |
| Tankbusta | 4 | 2 | 3 | 4 | 1 | 2 | 2 | 7 | 6+ | Infantry | |

WARGEAR:

- Rokkit launcha
- Stikkbomb
- Tankbusta bomb

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Mob Rule
- Tank Hunters
- Glory Higs

OPTIONS:

- Up to two Tankbustas in your team may replace their rokkit launchas with tankhammers for *15 pts* each.

RESTRICTION: You may only take a maximum of five Kommandos in your team.

| KOMMANDO | | | | | | | | | | | 10 Points |
|-----------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|------------------|-----------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type | |
| Kommando | 4 | 2 | 3 | 4 | 1 | 2 | 2 | 7 | 6+ | Infantry | |

WARGEAR:

- Slugga
- Choppa
- Stikkbomb

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Mob Rule
- Infiltrate
- Move Through Cover
- Stealth

OPTIONS:

- One Kommando in your team may replace its Slugga with one of the following weapons. If you have five or more Kommandos then a second model may also do so:
 - Big shoota *5 pts*
 - Rokkit launcha *5 pts*
 - Burna *15 pts*

RESTRICTION: You may only take a maximum of five Stormboyz in your team.

| STORMBOY | | | | | | | | | | | 9 Points |
|-----------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|------------------|----------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type | |
| Stormboy | 4 | 2 | 3 | 4 | 1 | 2 | 2 | 7 | 6+ | Jump Infantry | |

WARGEAR:

- Slugga
- Choppa
- Stikkbomb
- Rokkit pack

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Mob Rule



RESTRICTION: You may only take a maximum of three Warbikers in your team.

| WARBIKER | | | | | | | | | | | 18 Points |
|-----------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|------------------|-----------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type | |
| Warbiker | 4 | 2 | 3 | 5 | 1 | 2 | 2 | 7 | 4+ | Bike | |

WARGEAR:

- Slugga
- Choppa
- Warbike

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Mob Rule

RESTRICTION: You may only take a maximum of two Mek Gunz in your team.

| MEK GUN | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |
|----------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|-------------------------|
| Mek Gun | - | - | - | 7 | 2 | - | - | - | 3+ | Artillery |
| Gretchin | 2 | 3 | 2 | 2 | 1 | 2 | 1 | 5 | - | Crew (3 pts to replace) |

18 Points

WARGEAR:

- Kannon (Mek Gun)
- Close combat weapon (Gretchin)

SPECIAL RULES:

- Squad (1 Mek Gun and 2 Gretchin)

OPTIONS:

- May take two additional Gretchin crew for 3 pts each.
- May take an ammo runt for 3 pts.
- May replace kannon with:
 - Lobba *free*
 - Zzap gun *5 pts*
 - Bubblechukka *12 pts*
 - Kustom mega-kannon *12 pts*
 - Smash gun *12 pts*

RESTRICTION: You may only take a maximum of three Lootas in your team.

| LOOTA | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |
|--------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|------------------|
| Loota | 4 | 2 | 3 | 4 | 1 | 2 | 2 | 7 | 6+ | Infantry |

16 Points

WARGEAR:

- Deffgun
- Stikkbomb

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Mob Rule



SPECIAL

| NOB | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |
|------------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|------------------|
| Nob | 4 | 2 | 4 | 4 | 2 | 3 | 3 | 7 | 6+ | Infantry |

18 Points

WARGEAR:

- Slugga
- Choppa
- Stikkbomb

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge

OPTIONS:

- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May take any of the following:
 - Ammo runt *3 pts*
 - 'eavy armour *4 pts*
 - Cybork body *5 pts*
 - Warbike *15 pts*
- May take items from the **Ork Armoury**.



| MEGANOB | | | | | | | | | | | 40 Points |
|---------|----|----|---|---|---|---|---|----|----|-----------|-----------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type | |
| Meganob | 4 | 2 | 4 | 4 | 2 | 3 | 3 | 7 | 2+ | Infantry | |

WARGEAR:

- Twin-linked shoota
- Power klaw
- Mega armour
- Stikkbomb

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge

OPTIONS:

- May replace twin-linked shoota with:
 - Kombi-weapon with rokket launcha *5 pts*
 - Kombi-weapon with skorcha *5 pts*
- May replace both weapons with two killsaws for *10 pts*.
- May take items from the **Ork Armoury**, including Meganob items.

| DEFFKOPTA | | | | | | | | | | | 30 Points |
|-----------|----|----|---|---|---|---|---|----|----|-----------|-----------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type | |
| Deffkopta | 4 | 2 | 3 | 5 | 2 | 2 | 2 | 7 | 4+ | Jetbike | |

WARGEAR:

- Twin-linked big shoota
- Choppa

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Mob Rule
- Hit & Run
- Scout

OPTIONS:

- May replace twin-linked big shoota with:
 - Twin-linked rokket launcha *free*
 - Kustom mega-blasta *free*
- May take any of the following:
 - Bigbomm *15 pts*
 - Buzzsaw *25 pts*

| FLASH GIT | | | | | | | | | | | 22 Points |
|-----------|----|----|---|---|---|---|---|----|----|-----------|-----------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type | |
| Flash Git | 4 | 2 | 4 | 4 | 2 | 3 | 3 | 7 | 6+ | Infantry | |

WARGEAR:

- Snazzgun
- Stikkbomb
- Gitfinda
- Gitpole*

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge

OPTIONS:

- May take an ammo runt for *3 pts*
- May take items from the **Ork Armoury**.

Gitpole: Any Squad/model within 3" of this model may re-roll results of 1-3 when rolling for Mob Rule (see pg 1). In addition, a gitpole counts as a 'banner' when determining combat results.



| MEK | | | | | | | | | | | 15 Points |
|-----|----|----|---|---|---|---|---|----|----|-----------|-----------|
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type | |
| Mek | 4 | 2 | 3 | 4 | 1 | 2 | 2 | 7 | 6+ | Infantry | |

WARGEAR:

- Slugga
- Choppa
- Mek's tools
- Stikkbomb

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Mob Rule

OPTIONS:

- May take items from the **Mek Weapons** list.
- May replace choppa with a killsaw for *30 pts*.
- May take a grot oiler for *5 pts*.
- May take items from the **Ork Armoury**, including Mek items.

| RESTRICTION: You may only take a maximum of two Killa Kanz in your team. | | | | | | | | | | |
|--|-----------|-----------|----------|-----------|-----------|-----------|----------|----------|-----------|------------------|
| KILLA KAN | | | | | | | | | | 50 Points |
| | WS | BS | S | FA | SA | RA | I | A | HP | Unit Type |
| Killa Kan | 2 | 3 | 5 | 11 | 11 | 10 | 2 | 2 | 2 | Vehicle (Walker) |

WARGEAR:

- Big shoota
- Kan klaw

SPECIAL RULES:

- 'Cowardly Grots!

OPTIONS:

- May replace big shoota with:
 - Rokkit launcha *free*
 - Grotzooka *5 pts*
 - Kustom mega-blasta *5 pts*
 - Skorcha *5 pts*
- May take any of the following:
 - Grot riggers *5 pts*
 - Extra armour *10 pts*



| RESTRICTION: You may only take one Dok in your team. | | | | | | | | | | |
|--|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|------------------|
| DOK | | | | | | | | | | 30 Points |
| | WS | BS | S | T | W | I | A | Ld | Sv | Unit Type |
| Dok | 4 | 2 | 3 | 4 | 1 | 2 | 2 | 7 | 6+ | Infantry |

WARGEAR:

- 'Urty syringe
- Dok's tools*

SPECIAL RULES:

- 'Ere We Go!
- Furious Charge
- Mob Rule

OPTIONS:

- May take a grot orderly for *5 pts*.
- May take items from the **Ork Armoury**, including Dok items.

Dok's Tools (Rule Amendment): The Dok and all friendly Ork models within 6" of the Dok gain the Feel No Pain special rule.

ORK ARMOURY

SNIFFER SQUIG (Leader Only) – 10 pts

Any enemy models may not set up infiltrators within 24" of a Sniffer Squig model. Also, 'hidden' models are automatically revealed if they come within 12" of a Sniffer Squig. The Sniffer Squig model must always be placed within 2" of its owner, but otherwise has no effect on the game.

BOSSPOLE (Leader Only) – 5 pts

Rule Amendment: Any Squad/model within the Inspiring Presence radius of the model with the bosspole may re-roll results of 1-3 when rolling for Mob Rule (see pg 1). In addition, a bosspole counts as a 'banner' when determining combat results.

ROK SOLID (Leader Only) – 5 pts

The model is immune to the effects of the Strikedown and Concussive special rules.

TROPHY RAK (Leader Only) – 5 pts

The model gains the Fear special rule.

METAL SKULL (Boss Nob Only) – 20 pts

Adds +1 to Toughness, and also allows the model to deliver a truly awesome head butt! The Boss Nob may head butt an enemy in base contact instead of making his normal Attacks during the Assault phase: Make a single Attack against the target, if it hits, the target has to pass a Toughness test or suffer a wound with no armour saves allowed.

'ARD CASE (Boss Nob Only) – 15 pts

The Boss Nob is a particularly tough nut to crack. Grants the model the Feel No Pain special rule.

SPIKEY BITZ (Boss Nob Only) – 10 pts

The model's armour is covered in razors and horns that damage the enemy when he charges into combat. The model gains the Hammer of Wrath special rule.

MEANER AN' GREENER (Boss Nob Only) – 10 pts
 The Boss Nob is louder and larger than any of 'dem orva orksies!' Increases the Nob's inspiration radius from 6" to 12".

KAPTIN'S SWORD (Kaptin Only) – 20 pts
 No Kaptin would be complete without something to point at the enemy while shouting "closer!" A Kaptin's Sword has the following profile:

| | Range | S | AP | Type |
|----------------|-------|------|----|-------------------|
| Kaptin's Sword | - | User | 3 | Melee, Inspiring* |

*Inspiring: If the Kaptin has caused at least 1 Wound to the enemy during an Assault phase, he and any friendly models in the same combat may re-roll Morale checks during that phase.

KAPTIN'S HAT (Kaptin Only) – 10 pts
 The bigger the hat, the better the Kaptin! A Kaptin's Hat grants the model +1 to their Leadership value.

KAPTIN'S CAPE (Kaptin Only) – 10 pts
 A long flowing cape (preferably red) is just what a flash Kaptin needs! And in true Ork style it also seems to provide him some protection. The model increases his armour save to 4+ and gains a 6+ invulnerable save.

KAPTIN'S BOOTY (Kaptin Only) – 5 pts
 The Kaptin has a suspicion that one of his enemies is hiding some mighty fine booty! At the start of the game, after deployment, place a 'booty' counter on a single enemy model or Squad. The Kaptin and all Flash Gits gain Hatred against this model/Squad.

MEGA-RUMBLAH (Mek Only) – 15 pts
 Instead of Overwatch, the model may activate his Megarumblah. Any enemy model who charges the model counts a 3" radius around the model as Difficult Terrain (i.e. it would cost 6" worth of movement to move through).

BOUNCY SHIELD (Mek Only) – 15 pts
 Confers a 5+ invulnerable save to the model. If this save is made against a shooting attack, choose an unengaged enemy unit within 6" – that unit suffers a single hit with a Strength and AP equal to that of the initial shot. If there is no viable unit, then the Wound is still saved, but the shot is not bounced. This does not cause templates or blast markers to be repositioned.

MORE DAKKA! (Mek Only) – 10 pts
 Instead of shooting himself, the model may allow all friendly models within 6" to re-roll To Hit rolls of 1 during that Shooting phase.

BOOM TIME! (Mek Only) – 10 pts
 When the model is taken of as a casualty, place a small blast template over where he fell – all model's under the template take an automatic Strength 3 AP- hit.

KUSTOM TELLYPORTA (Mek Only) – 10 pts
 Instead of moving, a Mek may teleport. Roll 2d6, the model may then move up to this amount in any direction, ignoring all terrain and models. If he does this he cannot charge this turn.

POKKIT ROKKIT (Mek Only) – 5 pts
 This is a small, handheld or wrist-mounted contraption that fires a highly explosive but short ranged projectile. A Pokkit Rocket has the following profile:

| | Range | S | AP | Type |
|---------------|-------|---|----|------------------------------------|
| Pokkit Rokkit | 12" | 5 | 4 | Assault 1, One Shot Blast, Flamer* |

*Flamer: Has the Flamer special rule as described in the core Kill Team rules.

KUSTOM GENERATA (Meganob Only) – 10 pts
 The Ork is surrounded by an experimental field of energy that grants him a 5+ invulnerable save. However, if the model rolls a 1 when using this save the Generata is overloaded and explodes – immediately place a small blast marker over the centre of the model, anyone it touches (excluding the exploding model) takes a S3 AP-hit.

WAAAGH! BANNER – 20 pts
Maximum of one per team.
 A warband's banner is decorated with glyphs and trophies to show how dangerous the owner is. Once per game, the bearer may 'reveal' the banner. During the turn it was revealed, any friendly Ork model within 12" of the banner will gain +1 to their Weapon Skill and Attacks.

MORE POWA! – 10 pts
 Choose a single ranged weapon the model has to be overcharged. This gains +1 Strength and the Gets Hot rule. Weapons that already have the Gets Hot rule may be overcharged but will Get Hot on a To Hit roll of a 1 or 2 instead of just a 1.

'UGE CHOPPA – 5 pts
Must replace a choppa.
 In the phase a model charges, it gains +1 Strength.

BUZZER SQUIG STIKKBOMB – 5 pts
 These are made of clay and hold a whole swarm of ferocious Buzzer Squigs. A Buzzer Squig Stikkbomb is a grenade with the following profile:

| | Range | S | AP | Type |
|------------------------|-------|---|----|-------------------------------------|
| Buzzer Squig Stikkbomb | 8" | 2 | - | Assault 1, One Shot Blast, Buzzing* |

*Buzzing: Any model that is hit by this weapon must immediately take a pinning test with a -2 modifier.

THUDBOMB – 2 pts
 Thudbombs count as a Krak Grenade. A model may take more than one Thudbomb, in contradiction with the Kill Team armoury rules.