

# **KILL TEAM**

## Feral Orks

This Team List does not use any Codex, all unique Special Rules and wargear are included in this document. This list CANNOT be used in conjunction with Kill Team: Orks.

### **MODEL AVAILABILITY**

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

- 1 Team Leader model
- 1-20 Core models
- 0-5 Special models

### **BORN TO FIGHT**

If a model with this special rule fails a Leadership (not Rout) test while locked in combat, roll a D6, on a 4+ the model counts as having passed the Leadership test.



# TEAM LEADERS

<b>BRUTE</b>											<b>18 Points</b>
	WS	BS	S	T	W	I	A	LD	SV	Unit Type	
Brute	4	2	4	4	3	3	3	7	6+	Infantry (Character)	

**Wargear:**

- Two Feral Choppas
- Magical Juju Warpaint

**Special Rules:**

- Born to Fight
- 'Ere We Go!
- Furious Charge
- Inspiring Presence

**Options:**

- May take Extra Magical Juju Warpaint for *10 pts*
- May take a Warboar for *15 pts*
- May exchange one Feral Choppa for:
  - Feral Bow *Free*
  - Feral Shield *Free*
- May exchange both Feral Choppas for:
  - Feral Bow and Extra Arrows *Free*
  - Spear and a Feral Shield *3 pts*
  - Stonecleava *5 pts*
- May take items from the **Feral Ork Armoury**, including **Leader** items.

# CORE

FERAL ORK											18 Points
	WS	BS	S	T	W	I	A	LD	SV	Unit Type	
Feral Ork	4	2	4	4	2	3	3	7	6+	Infantry	

<p><b>Wargear:</b></p> <ul style="list-style-type: none"> <li>• Two Feral Choppas</li> <li>• Magical Juju Warpaint</li> </ul>	<p><b>Special Rules:</b></p> <ul style="list-style-type: none"> <li>• Born to Fight</li> <li>• ‘Ere We Go!</li> <li>• Furious Charge</li> </ul>	<p><b>Options:</b></p> <ul style="list-style-type: none"> <li>• May exchange both Feral Choppas for:                             <ul style="list-style-type: none"> <li>- Feral Bow and Extra Arrows <span style="float: right;"><i>Free</i></span></li> <li>- Spear and Feral Shield <span style="float: right;"><i>3 pts</i></span></li> </ul> </li> <li>• May exchange one Feral Choppa for:                             <ul style="list-style-type: none"> <li>- Feral Bow <span style="float: right;"><i>Free</i></span></li> <li>- Feral Shield <span style="float: right;"><i>Free</i></span></li> </ul> </li> <li>• May take items from the <b>Feral Ork Armoury</b></li> </ul>
---	---	---

RESTRICTION: You may only take 1 unit of Stabbas in your Kill Team

STABBAS											46 Points
	WS	BS	S	T	W	I	A	LD	SV	Unit Type	
Stabbas	4	2	4	4	4	3	4	7	6+	Infantry	

<p><b>Wargear:</b></p> <ul style="list-style-type: none"> <li>• Big Stabba</li> <li>• Magical Juju Warpaint</li> </ul>	<p><b>Special Rules:</b></p> <ul style="list-style-type: none"> <li>• Born to Fight</li> <li>• ‘Ere We Go!</li> <li>• Furious Charge</li> </ul>	
--	---	--

FOREST GROT											9 Points
	WS	BS	S	T	W	I	A	LD	SV	Unit Type	
Forest Grot	2	3	2	3	2	3	2	5	5+	Cavalry	

<p><b>Wargear:</b></p> <ul style="list-style-type: none"> <li>• Close Combat Weapon</li> <li>• Forest Spider</li> </ul>	<p><b>Special Rules:</b></p> <ul style="list-style-type: none"> <li>• Move Through Cover</li> <li>• Poisoned (4+)</li> </ul>	<p><b>Options:</b></p> <ul style="list-style-type: none"> <li>• May exchange Close Combat Weapon for a Spear for <i>2 pts</i></li> <li>• May take any of the following:                             <ul style="list-style-type: none"> <li>- Grot Bow <span style="float: right;"><i>2 pts</i></span></li> <li>- Feral Shield <span style="float: right;"><i>1 pts</i></span></li> </ul> </li> </ul>
---	--	--



# SPECIAL

**RESTRICTION: You may only take 1 Feral Ork Shaman in your Kill Team**

## FERAL ORK SHAMAN

28 Points

	WS	BS	S	T	W	I	A	LD	SV	Unit Type
Feral Ork Shaman	4	2	4	4	2	3	3	7	6+	Infantry (Character)

### Wargear:

- Feral Choppa
- Magical Juju Warpaint
- Shaman Stikk

### Special Rules:

- Born to Fight
- 'Ere We Go!
- Furious Charge
- Psyker (Mastery Level 1)

### Options:

- May take Extra Magical Juju Warpaint for *10 pts*
- May take a Warboar for *15 pts*
- May exchange Feral Choppa for:
  - Feral Bow *Free*
  - Feral Shield *Free*
- May take items from the **Feral Ork Armoury**, including **Shaman** items.

**Psyker:** At the start of the battle the model generates a single psychic power from the **Powers of da Savage Waaagh!**

## BOAR BOY

33 Points

	WS	BS	S	T	W	I	A	LD	SV	Unit Type
Boar Boy	4	2	4	5	2	3	4	7	6+	Cavalry

### Wargear:

- Two Feral Choppas
- Magical Juju Warpaint
- Warboar

### Special Rules:

- Born to Fight
- 'Ere We Go!
- Furious Charge

### Options:

- May exchange both Feral Choppas for a Spear and Feral Shield for *3 pts*
- May exchange one Feral Choppa for:
  - Feral Shield *Free*
- May take items from the **Feral Ork Armoury**.

**RESTRICTION: You may only take 1 Troll in your Kill Team**

## TROLL

40 Points

	WS	BS	S	T	W	I	A	LD	SV	Unit Type
Troll	3	2	4	5	3	1	3	4	-	Infantry

### Wargear:

- Two Troll Clubs
- Noxious Vomit

### Special Rules:

- Feel No Pain (4+)
- Hammer of Wrath
- It Will Not Die
- Stupidity
- Stubborn
- Very Bulky

### Options:

- May exchange both Troll Clubs for a Giant Troll Club for *free*.
- May take one of the following:
  - Terrible Stench *5 pts*
  - Too Dumb to Die *5 pts*
  - Ceramite-Hard Skin *10 pts*
- May take items from the **Feral Ork Armoury**, but only **Troll** items.

## ARMOURY

### BIGGEST AN' GREENEST (Brute Only) – 25 pts

The Brute is well on his way to become a Warboss one day, watch out galaxy, 'Ere We Go! The model gains +1 Toughness and Feel No Pain (6+).

### SNIFFER SQUIG (Leader Only) – 10 pts

Opponent's cannot set up infiltrators within 24" of a Sniffer Squig model. 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 the owner, but otherwise has no effect on the game.

### BLACK BONE STIKK (Shaman Only) – 10 pts

The Shaman Stikk has been carved from the bone(s) of a particularly ferocious opponent(s) the boyz have fought before. Gives the Shaman Stikk the Master Crafted Special Rule.

### TOTEM SKULL (Shaman Only) – 15 pts

Taken as a trophy from the biggest, baddest, meanest (possibly greenest) opponent to ever face the warband, the Shaman uses this skull as part of his magical rituals. Replaces Feral Choppa. Friendly models within 9" of the Shaman can re-roll failed invulnerable saves.

### GRISLY TROPHIES – 5 pts

Taken from many foes, these trophies clearly show the prowess and strength of da boyz carrying them. A model with Grisly Trophies causes Fear.

### BUZZING SQUIG CLUMPS – 1 pt each

Similar to the Stikkbombs used by their more advanced cousins, Feral Orks tend to use this even cruder version as nothing more than a distraction to provide cover for a charge against their chosen target. Each counts as an assault grenade. A model may be equipped with more than one Buzzing Squig Clump.

### FERMENTED FISH (Troll Only) – 5 pts

A particularly mean surprise for both the troll and it's unsuspecting victims. Once per game, you may declare at the beginning of your shooting phase that the Troll is going to eat a Fermented Fish. Roll a D6 on the roll of a 1 nothing happens, the Troll is far too used to eating foetid food to even notice the difference. On a 2+ the Troll feels the effect of what he just ate. The Troll's Noxious Breath attack gains the Torrent Special Rule for the rest of the game turn.

### RANDOM TRINKET (Troll Only) – 5 pts

The Troll has a Random (Shiny) Trinket that he has picked up at some point. At the beginning of the game roll a D3 and consult the table below to see what the trinket is.

1. The Trinket is poisonous, warp touched, or otherwise harmful to the Troll, although it's too dumb to realize it. The Troll must reroll successful It Will Not Die rolls.
2. The Trinket seems resistant to the predations of the Warp. The Troll gains Adamantium Will.
3. The Trinket is worthless and does nothing, but the Troll is extremely protective of it. He likes it very much. The Troll gains Hatred (Everything).

## GLOSSARY

### Weapons

	Range	S	AP	Type
Feral Bow	18"	4	6	Assault 1
Grot Bow	18"	3	-	Assault 2
Noxious Vomit	Template	1	4	Assault 1, Poisoned (3+)
Feral Choppa	-	User	6	Melee, Brutal Strike*
Big Stabba	-	X2	3	Melee, Two Handed
Giant Troll Club	-	+2	4	Melee, Two Handed
Shaman Stikk	-	User	6	Melee, Concussive
Spear	-	User	6	Melee, Fast Strike*
Stonecleava	-	+2	5	Melee, Two Handed, Cleaved*
Troll Club	-	User	5	Melee

\***Brutal Strike:** For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of its Toughness. These Wounds are resolved at AP 4.

\***Cleaved:** For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of its Toughness. These Wounds are resolved at AP2.

\***Fast Strike:** A model using this weapon has +1 Initiative on the first round of combat.

## Powers of da Savage Waaagh!

### 1) Fooled Ya! WC 1

Fooled Ya! Is a  **blessing**  that targets the Psyker. Whilst the power is in effect, enemy models firing at friendly models within 3" from the Psyker do so at -1 BS (to a minimum of BS 1).

### 2) Warpath WC 1

Warpath is a  **blessing**  that targets the Psyker. Whilst the power is in effect, all models within 3" of the Psyker with the 'Ere We Go! Special Rule gain +1 Attack.

### 3) Oi! Gerroff! WC 2

Oi! Gerroff! Is a  **witchfire**  that targets an enemy unit within 18" of the Psyker. The target is pushed back D6+3" directly away from the Psyker. If the target collides with another model or terrain, both suffer 1 S3 AP- hit. If the target falls off a building or piece of terrain, treat it as if the model had just failed an initiative test and is falling.

## New Equipment

### Extra Arrows

The model can reroll all failed To Hit rolls when using a Feral Bow.

### Extra Magical Juju Warpaint

The model has a 5+ invulnerable save and Adamantium Will.

### Feral Shield

The model may reroll failed armour saves.

### Magical Juju Warpaint

The model has a 6+ invulnerable save.

### Shaman Stikk

Friendly models within 6" can reroll failed invulnerable saves.

### Forest Spider

A model equipped with a Forest Spider changes its type to Cavalry and gains +1 Toughness, +1 Wound, +1 Initiative, +1 Attack and has a 5+ Armour Save. The model also gains Move Through Cover and their melee attacks gain Poisoned (4+). Hammer of Wrath attacks are resolved with the Poisoned (4+) Special Rule. Forest Grots already have these bonuses included in their profiles.

### Warboar

A model equipped with a Warboar changes its type to Cavalry and gains +1 Toughness, +1 Attack, and Rending.

## Special Rules

### Born to Fight

If a model with this Special Rule fails a Leadership (Not Rout) test while locked in combat, roll a D6, on a 4+ the model counts as having passed the Leadership test.

### Ceramite-Hard Skin

A model with this Special Rule has a 4+ armour save.

### 'Ere We Go!

A model with this Special Rule can re-roll a single dice when determining its charge distance.

### Terrible Stench

Enemy models in base contact with a model with this Special Rule suffer -1 to hit when attacking this model.

### Too Dumb to Die

If a model with this Special Rule would be removed from play as a casualty during the shooting phase, it can immediately fire it's Noxious Vomit before being removed from play. If a model with this Special Rule would be removed from play as a casualty during the assault phase, it can immediately pile in and attack before being removed from play.

### Stupidity

A model with this Special Rule automatically passes Pinning tests, and Morale and Fear tests while locked in combat. At the beginning of your turn, a model with this Special Rule must take a Leadership test. If the test is passed, it acts as normal, but if the test is failed, it cannot move, run, shoot or charge that turn. If a model with this Special Rule is 6" from a friendly Team Leader or a friendly Special Model, 3" from an enemy model or locked in combat, it automatically passes this Leadership test.