

KILL TEAM

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.

On a 1-3 the Squad/model fails as normal, on a 4+ the unit suffers a single Strength 4 AP- hit as it is clobbered by Da Big 'Un and is then treated as passing the Morale, Fear or Pinning test.

MODEL AVAILABILITY

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

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

MOB RULE

Instead of using the Mob Rule rules in the Codex, use the following: If a unit with the Mob Rule Special Rule fails a Morale, Fear 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:



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 | 4 | 2 | 4 | 4 | 3 | 3 | 3 | 7 | 2+ | Infantry (Character) | |
| Boss Kommando | 4 | 2 | 4 | 4 | 3 | 3 | 3 | 7 | 6+ | Infantry (Character) | |

Wargear:

- Choppa
- Slugga
- Stikkbomb

Special Rules:

- Born to Fight
- Da Boss
- ‘Ere We Go!
- Furious Charge
- Inspiring Presence

Options:

- May takes items from the **Melee Weapons** and **Ranged Weapons** lists.
- May take one of the following options:
 - 0-3 Ammo Runt 3 pts each
 - ‘Eavy Armour 4 pts
 - Cybork Body 5 pts
 - Gitfinda 5 pts
 - Rokkit Pack¹ 10 pts
 - Warbike¹ 15 pts
 - Attack Squig 15pts
- May take items from the **Ork Armoury**, including Leader and Boss Nob items.

¹ These pieces of wargear are mutually exclusive.

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. If a model has both the Born to Fight and Mob Rule Special Rules, ignore Mob Rule when locked in combat.

Da Boss: In a team led by a Boss Nob on a Warbike, you may take more than 3 Warbikers. If the Boss Nob has a Rokkit Pack, you may take more than 5 Stormboyz. In a team led by a Boss Kommando, you may take more than 5 Kommandos, and the Boss Kommando counts as a Kommando for the purpose of special weapons availability. 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 claw and a stikkbomb and only has these options:

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

Boss Kommando:

A Boss Nob may be upgrade to a Boss Kommando for 4 pts, gaining the **Move Through Cover**, **Stealth** and **Infiltrate** special rules. A Boss Kommando cannot be equipped with a Rokkit Pack or a Warbike but can take any other options.

| BOSS MEK | | | | | | | | | | | 20 Points |
|-----------------|----|----|---|---|---|---|---|----|----|----------------------|-----------|
| | WS | BS | S | T | W | I | A | LD | SV | Unit Type | |
| Boss Mek | 4 | 2 | 4 | 4 | 2 | 3 | 3 | 7 | 6+ | Infantry (Character) | |
| Mek Meganob | 4 | 2 | 4 | 4 | 2 | 3 | 3 | 7 | 2+ | Infantry (Character) | |

Wargear:

- Choppa
- Mek’s Tools
- Slugga
- Stikkbomb

Special Rules:

- Born to Fight
- Da Mek Boss
- ‘Ere We Go!
- Furious Charge
- Inspiring Presence

Options:

- May takes items from the **Melee Weapons, Mek Weapons** and **Ranged Weapons** lists.
- May take one of the following options:
 - 0-3 Ammo Runt *3 pts each*
 - ‘Eavy Armour *4 pts*
 - 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.

Da Mek Boss: In a team led by a Boss Mek or Mek Meganob, Meks must be taken as core. In addition you can purchase ‘Eavy Armour for Meks, Burnas and Lootas for *4pts*.

Mek Meganob:
 A Boss Mek may be upgrade to a Mek Meganob for *22 pts*.
 A Mek Meganob replaces all his wargear with Mega armour, Kustom Mega-Blasta, Power Klaw and a stikkbomb and only has these options:

- May replace Kustom Mega-Blasta with:
 - Kombi-weapon with rokket launcha *5pts*
 - Kombi-weapon with skorcha *10pts*
- May replace the Kustom Mega-Blasta and the power klaw with two killsaws *10pts*
- May take items from the **Ork Armoury**, including Leader, Mek and Meganob 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:

- Born to Fight
- ‘Ere We Go!
- Furious Charge
- Psyker (Mastery Level 1)
- Waaagh! Energy
- Inspiring Presence

Options:

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

Psyker: At the start of the battle the model generates a single psychic power. This can be either Frazzle, ‘Eadbanger or Warpath from the **Powers of the Waaagh!** discipline.

| 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:

- Gitfinda
- Gitpole
- Snazzgun
- Stikkbomb

Special Rules:

- Born to Fight
- Inspiring Presence
- ‘Ere We Go!
- Furious Charge
- Exiled Boss

Options:

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

Gitpole: Any unit within 3” of this model may re-roll results of 1-3 when rolling for Mob Rule. In addition, a Gitpole counts as a banner when determining combat results.

Exiled Boss: In a team lead by a Kaptin, Flash Gits may take ‘Eavy Armour for 4pts. Additionally, these large groups of Nobz have learned to follow the lead of the Kaptin and his leftenutz, Flash Gitz within 6” of the Kaptin gain Mob Rule.

CORE

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

Wargear:

- Grot Blasta

Special Rules:

- Cowardly
- ‘Ere Dey Come!
- It’s a Grot’s Life
- Squad (5 Gretchin)

Cowardly: If a Gretchin Mob begins its Movement phase more than 6” away from a friendly Runtherd or Team Leader then it must take a Leadership test. If failed the Gretchin Mob may not voluntarily move this turn. Additionally, Gretchin Mobs count as a single model for the purposes of calculating if a rout test is required (the entire Mob must be removed for it to count as a single model).

‘Ere Dey Come!: Non Bulky Infantry units with the ‘Ere We Go! Special Rule, gain the Move Through Cover Special Rule when within 2” of a unit with this Special Rule. For each model that moves this way, roll a die. On a result of a 1, a single model is removed as a casualty from this unit.

Its a Grot’s Life: Gretchin Mobs give other friendly units a 4+ cover save when claiming cover from shooting through intervening models, if this cover save is passed, a single model from this unit is removed as a casualty. Gretchin casualties never cause other friendly models to have to test for pinning, and the entire Mob counts as a single model for the purpose of model availability. Orks only notice Gretchin are gone when every last one of them is dead, Gretchin Mob casualties only count for Rout Tests if the entire unit has been removed, otherwise, ignore any casualties from the unit when determining if a Rout Test is necessary.

| Restriction: You may only include 1 Runtherd in your team for each Gretchin Mob | | | | | | | | | | |
|--|----|----|---|---|---|---|---|----|----|-----------|
| RUNTHERD | | | | | | | | | | 10 Points |
| | WS | BS | S | T | W | I | A | LD | SV | Unit Type |
| Runtherd | 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 5pts
 - May take a Squig Hound¹ for 5pts
- ¹Rule Amendment: Each time a Gretchin Mob within 6” fails a Morale or Pinning check it suffers a single Strength 3 AP - hits and must then re-roll the failed check.

Herder: Any friendly Gretchin Mob within 6” of the Runtherd can use his Leadership for any Leadership test. Additionally, the Runtherd may attempt to Look Out Sir! unto a Gretchin Mob that is within 3” of the Runtherd as if he had the Character type.

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

| | | |
|--|--|---|
| <p>Wargear:</p> <ul style="list-style-type: none"> ● Choppa ● Slugga ● Stikkbomb | <p>Special Rules:</p> <ul style="list-style-type: none"> ● ‘Ere We Go! ● Furious Charge ● Mob Rule ● Squad (5 Ork Boyz) | <p>Options:</p> <ul style="list-style-type: none"> ● The entire squad may replace their Sluggas with Shootas for <i>free</i>. ● The entire squad may take ‘Eavy Armour for <i>20pts</i> ● One Ork Boy may replace his ranged weapon with: <ul style="list-style-type: none"> - Big Shoota <i>5 pts</i> - Rokkit Launcha <i>5 pts</i> |
|--|--|---|

Restriction: You may only take a maximum of 5 Burna Boyz in your team

| | | | | | | | | | | | | | | | | | | | | | |
|---|-----------------------|----|---|---|---|---|----|----|----|--|---|---|---|---|---|---|---|---|----|--|--|
| BURNA BOY | 16 Points | | | | | | | | | | | | | | | | | | | | |
| Burna Boy | Unit Type Infantry | | | | | | | | | | | | | | | | | | | | |
| <table border="0" style="width: 100%;"> <tr> <td style="text-align: center;">WS</td> <td style="text-align: center;">BS</td> <td style="text-align: center;">S</td> <td style="text-align: center;">T</td> <td style="text-align: center;">W</td> <td style="text-align: center;">I</td> <td style="text-align: center;">A</td> <td style="text-align: center;">LD</td> <td style="text-align: center;">SV</td> <td></td> </tr> <tr> <td style="text-align: center;">4</td> <td style="text-align: center;">2</td> <td style="text-align: center;">3</td> <td style="text-align: center;">4</td> <td style="text-align: center;">1</td> <td style="text-align: center;">2</td> <td style="text-align: center;">2</td> <td style="text-align: center;">7</td> <td style="text-align: center;">6+</td> <td></td> </tr> </table> | WS | BS | S | T | W | I | A | LD | SV | | 4 | 2 | 3 | 4 | 1 | 2 | 2 | 7 | 6+ | | |
| WS | BS | S | T | W | I | A | LD | SV | | | | | | | | | | | | | |
| 4 | 2 | 3 | 4 | 1 | 2 | 2 | 7 | 6+ | | | | | | | | | | | | | |

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| <p>Wargear:</p> <ul style="list-style-type: none"> ● Burna ● Stikkbomb | <p>Special Rules:</p> <ul style="list-style-type: none"> ● ‘Ere We Go! ● Furious Charge ● Mob Rule |
|---|--|

Restriction: You may only take a maximum of 5 Tankbustas in your team

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

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| <p>Wargear:</p> <ul style="list-style-type: none"> ● Rokkit Launcha ● Stikkbomb ● Tankbusta Bomb | <p>Special Rules:</p> <ul style="list-style-type: none"> ● ‘Ere We Go! ● Furious Charge ● Glory Hogs ● Mob Rule ● Tank Hunter | <p>Options:</p> <ul style="list-style-type: none"> ● Up to two Tankbustas may replace their Rokkit Launchas with Tankhammers for <i>15 pts each</i>. |
|--|---|--|

Restriction: You may only take a maximum of 5 Kommandos in your team

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

| | | |
|--|---|---|
| <p>Wargear:</p> <ul style="list-style-type: none"> ● Choppa ● Slugga ● Stikkbomb | <p>Special Rules:</p> <ul style="list-style-type: none"> ● ‘Ere We Go! ● Furious Charge ● Infiltrate ● Mob Rule ● Move Through Cover ● Stealth | <p>Options:</p> <ul style="list-style-type: none"> ● One Kommando in your team may replace his Slugga with one of the following. If you have five or more Kommandos, then a second model may also do so. If you have ten or more Kommandos, then a third model may do so: <ul style="list-style-type: none"> - Big Shoota <i>5 pts</i> - Rokkit Launcha <i>5 pts</i> - Burna <i>15 pts</i> |
|--|---|---|

Restriction: You may only take a maximum of 5 Stormboyz in your team

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

| | |
|---|--|
| <p>Wargear:</p> <ul style="list-style-type: none"> ● Choppa ● Rokkit Pack ● Slugga ● Stikkbomb | <p>Special Rules:</p> <ul style="list-style-type: none"> ● ‘Ere We Go! ● Furious Charge ● Mob Rule |
|---|--|

Restriction: You may only take a maximum of 3 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:

- Choppa
- Slugga
- Warbike

Special Rules:

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

Restriction: You may only take a maximum of 2 Mek Gunz in your team

MEK GUN

18 Points

| | 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) |

Wargear:

- Kannon (Mek Gun)
- Close Combat Weapon (Gretchin)

Special Rules:

- Squad (1 Mek Gun and 2 Gretchin Crew)

Options:

- May take 2 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*
 - Smasha gun *12 pts*

Restriction: You may only take a maximum of 3 Lootas in your team

LOOTA

14 Points

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

Wargear:

- Deffgun
- Stikkbomb

Special Rules:

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



SPECIAL

| NOB | | | | | | | | | | | 18 Points |
|-----|----|----|---|---|---|---|---|----|----|-----------|-----------|
| | WS | BS | S | T | W | I | A | LD | SV | Unit Type | |
| Nob | 4 | 2 | 4 | 4 | 2 | 3 | 3 | 7 | 6+ | Infantry | |

Wargear:

- Choppa
- Slugga
- Stikkbomb

Special Rules:

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

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

Special Rules:

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

Options:

- May take items from the **Melee Weapons** and **Ranged Weapons** lists.
- May replace Twin-linked Shoota with:
 - Kombi-weapon with kombi-rokkit 5 pts
 - Kombi-weapon with kombi-skorcha 10 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 Rokkit 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:

- Gitfinda
- Gitpole
- Snazzgun
- Stikkbomb

Special Rules:

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

Options:

- May take an Ammo Runt for 3 pts
- May take items from the **Ork Armoury**.

Gitpole: Any unit within 6" of this model may re-roll results of 1-3 when rolling for Mob Rule. 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:

- Choppa
- Mek's Tools
- Slugga
- Stikkbomb

Special Rules:

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

Options:

- May take items from the **Mek Weapons** list.
- May replace Choppa with a Kill saw for 30 pts
- May take an Grot Oiler for 5 pts
- May take items from the **Ork Armoury**, including Mek items.

Restriction: You may only take a maximum of 2 Killa Kanz in your team

KILLA KAN

50 Points

| | WS | BS | S | F | S | R | I | A | HP | Unit Type |
|-----------|----|----|---|----|----|----|---|---|----|------------------|
| Killa Kan | 2 | 3 | 5 | 11 | 11 | 10 | 2 | 2 | 2 | Vehicle (Walker) |

Wargear:

- Big Shoota
- Kan Klav

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 include 1 Dok in your team

DOK

25 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 5pts
- May take items from the **Ork Armoury**.

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



VEHICLES

| TRUKK | BS | F | S | R | HP | Unit Type | 30 Points |
|-------|----|----|----|----|----|--|-----------|
| Trukk | 2 | 10 | 10 | 10 | 3 | Vehicle (Fast, Open-topped, Transport) | |

| | | |
|---|---|--|
| <p>Wargear:</p> <ul style="list-style-type: none"> • Big Shoota | <p>Special Rules:</p> <ul style="list-style-type: none"> • Ramshackle <p>Transport Capacity:</p> <ul style="list-style-type: none"> • 12 Models | <p>Options:</p> <ul style="list-style-type: none"> • May replace Big Shoota with a Rokkit Launcha for <i>free</i>. • May take items from the Ork Vehicle Equipment list. |
|---|---|--|

ARMOURY

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.

BOSSPOLE (Leader Only) – 5 pts

Rule Amendment: Any unit within the Inspiring presence radius of the model with the bosspole may re-roll results of 1-3 when rolling for Mob Rule. In addition, a bosspole counts as a banner when determining combat results.

METAL SKULL (Boss Nob Only) – 20 pts

Adds +1 Toughness, and allows the model to deliver an awesome ‘eadbutt! The Boss Nob may ‘eadbutt 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 two Toughness tests or suffer a wound with no armour saves allowed for each failed test.

‘ARD CASE (Boss Nob Only) – 15 pts

The Boss Nob is a particularly tough nut to crack. The model has the Feel No Pain Special Rule, if the model already has Feel No Pain from another source, instead add 1 to the model’s Feel No Pain rolls.

ROK SOLID (Leader Only) – 5 pts

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

TROPHY RACK (Leader Only) – 5 pts

The model gains the Fear Special Rule.

MEANER AN’ GREENER (Boss Nob Only) – 10 pts

The Boss Nob’s louder and larger than any of ‘dem ova orkses! Increases the Nob’s Inspiring Presence radius from 6” to 12”.

KAPTIN’S SWORD (Kaptin Only) – 20 pts

No propa’ 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 this weapon causes a Wound during the Assault phase, the Kaptin and any friendly models within 6” may re-roll Morale checks during that phase.

KAPTIN’S HAT (Kaptin Only) – 10 pts

Da bigger da hat, da better da Kaptin! A Kaptin’s Hat increases the model’s Leadership by 1.

KAPTIN’S CAPE (Kaptin Only) – 10 pts

A long flowing cape (preferably red) is just what a Kaptin needs to prove he’s the flashiest git! And in true Ork style it also seems to provide 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 unit. The Kaptin and all Flash Gits in your Kill Team gain Hatred against that unit.

MEGA-RUMBLAH (Mek Only) – 15 pts

Instead of firing Overwatch, the model may activate his Mega-Rumblah. Any enemy model who charges the model counts a 3” radius around the model as Difficult Terrain.

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 enemy unit within 9”, that unit suffers a single hit with a Strength and AP equal to that of the shot fired at the model. 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, only a single hit is done.

MOAR 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 removed as a casualty, place the small blast template over it before removing it from play, all models under the template take an automatic Strength 4 AP - hit.

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, if the model already has Hammer of Wrath, instead you can reroll all failed To Wound rolls when making Hammer of Wrath Attacks.

KUSTOM TELLYPORTA (Mek Only) – 10 pts

Instead of moving, a Mek may teleport. Roll 2D6, the model may move up to that many inches in any direction, ignoring all terrain and models. If a model uses the Kustom Tellyporta it cannot charge the same turn.

POKKIT ROKKIT (Mek Only) – 5 pts

This is a small, handheld or wrist-mounted contraption that fires a high explosive projectile. A Pokkit Rokkit has the following profile:

| | Range | S | AP | Type |
|---------------|-------|---|----|--|
| Pokkit Rokkit | 12” | 5 | 4 | Assault 1, One Use Only, Blast, Flamer |

KUSTOM GENERATA (Meganob Only) – 10 pts

The Ork is surrounded by an experimental field of energy that grants him a 5+ invulnerable save. If the model rolls a 1 when using this save, the Generata explodes, place the small blast template over it, all models under the template, except the exploding model, take a Strength 3 AP - hit.

WAAAGH! BANNER – 20 pts

Maximum 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 game turn it was revealed, any friendly models within 12” of the banner get +1 WS and Attacks.

MOAR POWA! – 10 pts

A single ranged weapon carried by the model is overcharged. This weapon gains +1 Strength and the Gets Hot special rule. Weapons that already have the Gets Hot Special Rule Get Hot on a roll of 1 or 2 instead of just a 1.

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 Use Only, Blast, Buzzing* |

*Buzzing: A unit that takes a hit from this weapon must take a Pinning Test at a -2 modifier.

THUDBOMB – 2 pts each

Thudbombs count as Krak Grenades. A model may take more than one Thudbomb, in contradiction with the Kill Team armoury rules.