

FERAL ORKS

HOR

Codex: Orks

This Team List references special rules and wargear found in Codex: Orks. If a rule differs from the Codex, it will be clearly stated. **The points are intended for the model WITHOUT the equipment listed**, you need to add the costs of the wargear you can find in the points values at the end of this opus.

FACTION KEYWORDS

All models in this list have the **Feral Ork** faction keywords.

Mob Rule

An individual model in this kill team may substitute the number of units with the Ork keyword within 12" for its leadership.

'Ere We Go

This is unchanged from Codex: Orks

Warpaint

Each feral ork goes into battle protected by warpaint sanctified by the tribe's shaman. Roll a d6 each time a model with this special rule loses a wound. On a 6, this unit does not lose that wound.

Shield

Wood and hide shields offer a modicum of protection against attack. A model with a shield improves its armour save by 1.

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

Blessings of Gork or Mork

All orks are superstitious and feral orks might be the most superstitious of the lot. In any case, all feral orks will receive the blessings of their tribe's shaman who will invoke either Gork or Mork before battle. Choose a table for blessings: Gork or Mork and roll on the table. The result will affect every model in your kill team with the Warpaint special rule.

Gork's Favor

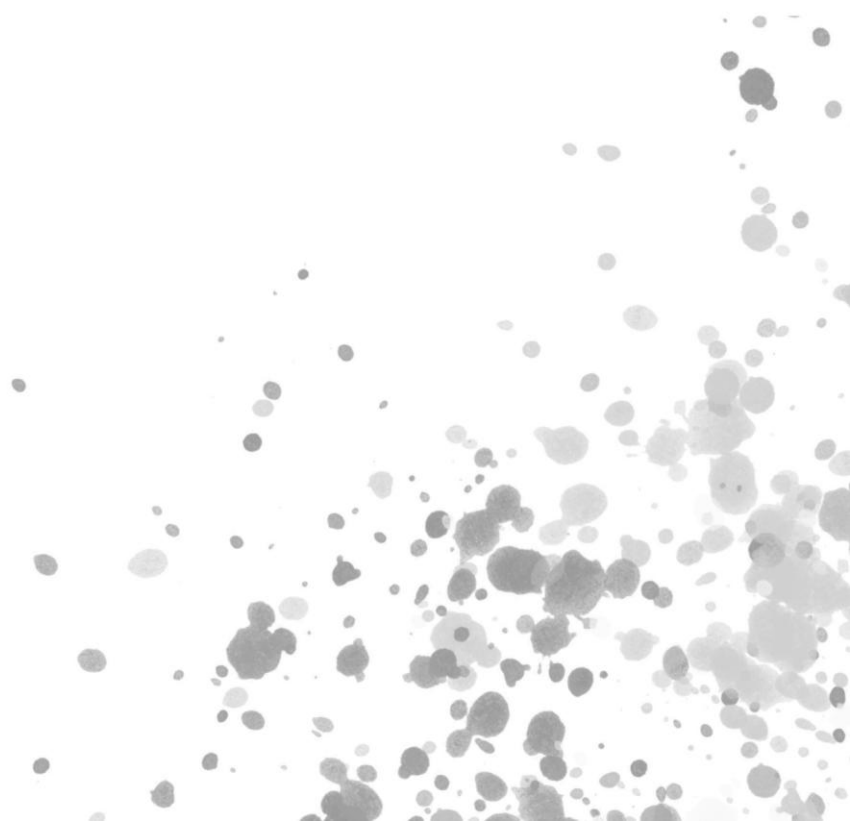
Gork is the ork god of brutality, conquest and might making right. Roll a d3 before deployment and consult the following table:

1. Ferocious Brutality: A model with this blessing re-rolls wound rolls of 1 in the Fight phase.
2. Assault & Battery: A model with this blessing may use its 'Ere we go to re-roll either charge die or both.
3. Thunderous Charge: A model with this blessing gains an extra attack during the Fight phase of any turn in which it successfully charged.

Mork's Favor

Mork is the ork god of low cunning, looting, artifice and avarice. Roll a d3 before deployment and consult the following table:

1. Go All Sneaky-Like: A model with this blessing may move 6" after all units have been deployed.
2. Da Eye of Mork: Every time you spend a tactical point on a model with this blessing, roll a d6. On a 5+, the tactical point is refunded.
3. Found dis in da shakk: A model with this blessing gains two stikkbombs at the start of the mission.



TEAM LEADERS

Feral Chief									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Feral Chief	5"	2+	5+	5	5	4	4	8	5+
EQUIPMENT	<ul style="list-style-type: none"> - 'Uge Choppa - Roks 								
RULES	<ul style="list-style-type: none"> - Inspiring Presence, - Mob Rule, 'Ere We Go, Warpaint - WAAAGH!: Friendly feral ork models within 8" of this model may charge even if they advanced this turn. - War Chief: If the kill team fails a leadership test, this model may elect to deal d3 mortal wounds to a friendly, non-grot model within 6". If so, the test is passed. 								
OPTIONS	<ul style="list-style-type: none"> - May replace his 'uge choppa with a pair of choppas or a choppa and shield or a sticka and shield. - May replace his roks with a bow 'n arrowz for free or throwin' sticka for 5 points. - May take items from the armoury. 								
KEYWORDS	Infantry, Character								

Beastie Boss									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Beastie Boss	14"	2+	5+	5	6	5	4	8	5+
EQUIPMENT	- Pair of choppas								
RULES	- Inspiring Presence - Mob Rule, 'Ere We Go, Warpaint - Beast Mode: If this model is your team leader, you may take any number of beastie boyz on your team.								
OPTIONS	- May replace his pair of choppas with a sticka and shield or a choppa and shield at no points cost. - May replace his pair of choppas with an 'uge choppa. - May take throwing stickas for 5 points.								
KEYWORDS	Cavalry, Character								

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CORE

Ork Savage									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Ork Savage	5"	3+	5+	4	4	1	2	6	6+
EQUIPMENT	- Pair of Choppas - Roks								
RULES	- Mob Rule, 'Ere We Go, Warpaint								
OPTIONS	- May replace his pair of choppas with a choppa and shield or a sticka and shield at no cost. - May replace his pair of choppas with a bow and arrowz at no cost.								
KEYWORDS	Infantry								

0-5 Beastie Boy										25
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Beastie Boy	14"	3+	5+	4	5	2	2	6	5+	
EQUIPMENT	- Pair of Choppas - Warbeast Steed									
RULES	- Mob Rule, 'Ere We Go, Warpaint									
OPTIONS	- May replace his pair of choppas with a choppa and shield or a sticka and shield. - May replace his pair of choppas with a bow and arrowz.									
KEYWORDS	Cavalry									

Feral Grot									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Feral Grot	5"	4+	4+	2	2	1	1	4	-
EQUIPMENT	- Sharp Stuff								
RULES	- Warpaint - Punji Traps: If this unit is in cover, roll a d6 for each model charging it. If the roll is 6+, the charging model takes a mortal wound after its attacks are resolved, even if (when, rather) this model is killed. - They're In The Walls!: This model adds 3 to its armour saves while in cover.								
OPTIONS	- None.								
KEYWORDS	Infantry								

SPECIAL

Pigdok									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Pigdok	5"	3+	5+	4	4	3	3	6	6+
EQUIPMENT	- Choppa - Roks								
RULES	- Mob Rule, 'Ere We Go, Warpaint - Tribal Medicine: While within 6" of this model, the roll needed to negate a wound with the warpaint special rule is 5+ rather than 6+.								
OPTIONS	- None.								
KEYWORDS	Infantry								

Huntas									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hunta	5"	3+	5+	4	4	1	2	6	6+
EQUIPMENT	- Choppa - Bow 'n Arrowz								
RULES	- Mob Rule, 'Ere We Go, Warpaint - Ambush: When a hunta successfully charges a model that couldn't see it, its attacks all have an AP of -2 for the subsequent Fight phase. - Silent Death: During Deployment, you may set up this model in hiding instead of placing it on the battlefield. At the end of any of your Movement phases, it can stalk from its hiding place – set it up anywhere on the battlefield that is more than 9" away from enemy models.								
OPTIONS	- Any may replace his bow 'n arrowz with a blowgun.								
KEYWORDS	Infantry								

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Stabba Team	5"	3+	5+	4	4	2	4	6	-
EQUIPMENT	- Big Stabba - Roks								
RULES	- Mob Rule, 'Ere We Go, Warpaint - They Were Carrying What?!: When this model charges a vehicle or monster, you may add the highest number rolled on the charge dice to this model's strength during the subsequent Fight phase.								
OPTIONS	- None.								
KEYWORDS	Infantry								

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Skavenga	5"	3+	4+	4	4	1	2	6	6+
EQUIPMENT	- Big Shoota - Choppa								
RULES	- Mob Rule, ‘Ere We Go, Warpaint - Gun Rush: In the Shooting phase, once its attacks are resolved, you may choose for this to attack again. If you do so, roll a d6. On a roll of 1 or 2, this model has damaged its big shoota and may not use it again this mission. After this second attack is resolved, you may choose for this model to shoot for a third time, after which its big shoota will be damaged on a d6 roll of 1-4.								
OPTIONS	- None.								
KEYWORDS	Infantry								

Your kill team may contain a single Drumma Boy

Drumma Boy									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Drumma Boy	5"	3+	5+	5	4	3	3	7	6+
EQUIPMENT	- Pair of Drum Bangas - Roks								
RULES	- Mob Rule, 'Ere We Go, Warpaint - Implacable Pace: Friendly models within 6" of this model may advance 3+d3" instead of 3".								
OPTIONS	- May ride a warbeast for 19 points. This improves its armour save, wounds and toughness by 1. This model gains the Warbeast Steed weapon and its movement changes to 14". It loses the infantry keyword and gains the cavalry keyword. - May take items from the Armoury.								
KEYWORDS	Infantry								

Your kill team may contain a single Banna Boy

Banna Boy									
NAME	M	WS	BS	S	T	W	A	Ld	Sv
Banna Boy	5"	3+	5+	5	4	3	3	7	6+
EQUIPMENT	- Giant Totem - Roks								
RULES	- Mob Rule, 'Ere We Go, Warpaint - Tribal totem: a model with this special rule may invoke the totem once per mission at the beginning of any friendly Shooting or Fight phase. All friendly feral ork units within 12" gain +1 to hit rolls for the remainder of the phase.								
OPTIONS	- May ride a warbeast for 19 points. This improves its armour save, wounds and toughness by 1. This model gains the Warbeast Steed weapon and its movement changes to 14". It loses the infantry keyword and gains the cavalry keyword.								
KEYWORDS	Infantry								

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NAME	M	WS	BS	S	T	W	A	Ld	Sv
Brute Savage	5"	3+	5+	5	4	3	3	7	4+
EQUIPMENT	- ‘Uge Choppa - Roks								
RULES	- Mob Rule, ‘Ere We Go, Warpaint								
OPTIONS	- May take throwin’ spears for 10 points. - May replace his ‘uge choppa with a pair of choppas, a sticka and shield or a choppa and shield for no cost. - May take items from the armoury.								
KEYWORDS	Infantry								

ARMOURY

ITEM	COST	DESCRIPTION
Sniffer Squig	5	Models setting up after the first turn cannot set up within 14" of this model.
Grisly Trophies	7	A model with this item counts every model killed in close combat as 2 models killed for the purposes of its opponent's rout tests on the next turn.
Shield	4	This model's armour save improves by 1.
Portable Shrub	6	Infantry only. This model may hide in the open, but as soon as it is spotted, this item ceases to function for the rest of the mission.
Attack Squig	4	After this model makes its normal attacks, it may make two additional attacks with the profile below.
Stink Squig	3	This is a grenade with the profile below.
Tellyporta Made out of Coconuts and Grass	5	Infantry only. Instead of moving normally, you can roll 2d6 and move this model up to that many inches, ignoring intervening models and terrain. Wait, what?
Bamboo Glider	8	Infantry only. Instead of setting up this model on the battlefield normally, it can be set up holding on for dear life. At the end of each of your movement phases, roll a d6. On a 1-3, nothing happens. On a 4-5, you must place this model anywhere on the battlefield that is more than 9" from any enemy model. On a 6, you may choose whether to set this model up this turn or leave it holding on for dear life.
Comically Large Headdress	6	(Leader only) this model's invulnerable save is improved by one to a maximum of 3+. If the model had no invulnerable save, it gains an invulnerable save of 6+.
Arm Feathers	9	This model ignores vertical movement and never takes damage from falling. It may voluntarily fall from any edge (except the table edge), landing on the surface below.
Exposed Rude Bits	3	Enemy units that wish to attack this model in the Shooting phase must subtract one from their hit rolls.

Melee Weapons

Weapon	Cost	Type	Range	STR	AP	Dmg	Abilities
'Uge Choppa	11	Melee	-	+2	-2	2	
Choppa	0	Melee	-	User	-0	1	When making attacks with this weapon, you may make an extra attack.
Sticka	0	Melee	-	+1	-1	1	
Pair of Choppas	0	Melee	-	User	-0	1	When making attacks with this weapon, you may make two extra attacks.
Big Stabba	10	Melee	-	+4	-3	3	When attacking with this weapon, the user suffers -1 to hit rolls.
Warbeast Steed	0	Melee	-	6	-1	1	When a model with this weapon attacks, make 2 additional attacks with this weapon.
Rune Clubs	0	Melee	-	User	-1	2	When making attacks with this weapon, you may make an extra attack.
Drum Bangas	0	Melee	-	+1	0	1	When making attacks with this weapon, you may make an extra attack.
Giant Totem	0	Melee	-	+3	0	2	
Shamanic Stave	12	Melee	-	+2	-1	D3	
Attack Squig	Above	Melee	-	User	-1	1	

Ranged Weapons

Weapon	Cost	Type	Range	STR	AP	Dmg	Abilities
Bow 'n' Arrowz	0	Assault 1	18"	4	0	1	When attacking with this weapon, add 1 to hit rolls.
Throwin' Stickas	5	Assault 1	12"	+1	-1	2	
Blowgun	2	Assault 1	18"	1	0	1	Attacks with this weapon always wound on 2+ unless its target is a vehicle, in which case it wounds on 6+.
Sharp Stuff	0	Assault 2	12"	2	0	1	
Booming Voice	0	Assault d6	10"	5	-1	1	This weapon hits automatically.
Roks	0	Assault 1	12"	4	0	1	This weapon gains +1 strength if the wielder advanced this turn.
Stink Squig	Above	Grenade d6	12"	4	-	1	A model hit by this weapon may not fire overwatch later in the same turn.

The Savage Power Psychic Discipline

Power	Warp Charge	Effect
Deff March	5	If this power is successfully manifested, choose a friendly feral ork model within 18". While this power is in effect this model may, after all blows have been struck, pile in and attack for a second time. This may be done even if the model was killed. If it was killed, remove it at the end of the phase. This power does not have a 3" aura like other psychic abilities. This lasts until the start of your next Psychic phase.
Rain Dance	6	If this power is successfully manifested, any enemy shooting a friendly model within 6" of this model suffers a -1 penalty to hit rolls until the start of your next Psychic phase.
Haymaka	5	If this power is successfully manifested, choose an enemy unit within 18" and in line of sight. This model must roll to wound the target with its basic strength. If the roll to wound is successful, the target is pushed 3+d3" in any direction that is not toward this model. This power does not have a 3" aura.
Hand of Mork	6	If this power is successfully manifested, choose a friendly model within 18". That model gains the fly keyword while this power is in effect. Furthermore, if its Movement was less than 12", it becomes 12". This lasts until the start of your next Psychic phase.
Brain Drain	7	If this power is successfully manifested, choose an enemy model within 18" and in line of sight. That enemy model's aura abilities cease to function while this power is active and it cannot benefit from aura abilities or psychic powers that affect it.
Waaaaghwind	7	If this power is successfully manifested, any enemy unit which ends its move or charge within 8" of this model must roll a d6. On a roll of 1, that model takes a mortal wound.

Actions

Feral Ferocity (1 TP): Use at the end of any Fight phase. Choose one of your units that is within 1" of one or more enemy units. That unit may pile in and fight again.

Rock 'Em (2 TP): Use when you choose a model to attack in the Shooting phase. This model and all friendly feral ork models within 3" may attack with roks, even if they don't possess them on their profile. Furthermore, the range of roks is increased to 18". This is in addition to their normal shooting attacks. They must still meet all other criteria for shooting.

Big Finish (1 TP): Use when one of your units puts an enemy unit out of action in the Fight phase. Choose an enemy unit within 1" of the feral ork model that put an enemy model out of action. That enemy model takes a mortal wound as it is caught up in the beating.