

KILL TEAM

ORKS

Orks are the most warlike aliens in the 41st Millennium, and their number is beyond counting. Should the Orks ever truly unify, they would crush all opposition and drown the civilised races in a tide of gore. But the Orks' unquenchable thirst for violence is their downfall as well as their strength. The Ork tribes spend much of their time fighting amongst themselves.

On occasion, an Ork leader will emerge who is mighty enough to defeat his rivals and unite the warring tribes. His success draws other tribes to him, attracted by the promise of carnage. Soon a great Waaagh! is underway – part migration, part holy war. When the Orks are on the rampage, the galaxy trembles.

Mob Rule Amendment

Instead of the Mob Rule rules present in the Codex, use the following: Any Ork with the Mob Rule special rule may substitute their Leadership value for the number of models currently in their Kill Team with the Mob Rule special rule. If an Ork Kill Team numbers 11 or more models with the Mob Rule special rule, it gains the Fearless special rule.

Model Availability

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

- 1 Team Leader model
- 1-25 Core models
- 0-5 Special models

TEAM LEADERS

Nob – 25 pts

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 2 | 4 | 4 | 3 | 3 | 3 | 7 | 6+ |

Wargear:

Slugga, Choppa

Special Rules:

Inspiring Presence, Furious Charge, Mob Rule, Waaagh!

Special Rule – Meaner an' Greener:

Once per turn, if an Ork model fails its Morale check within 6" of the Nob the model may automatically pass it instead.

Options:

- May exchange Choppa with:
 - Big Choppa 5 pts
 - Power Klaw 25 pts
- May exchange Slugga with:
 - Twin-linked Shoota 5 pts
 - Shoota/Rokkit Kombi-weapon 5 pts
 - Shoota/Skorcha Kombi-weapon 5 pts
- If not wearing Mega Armour, may take any of the following:
 - Stikkbomb 1 pt

- Ammo Runt 3 pts
- 'Eavy Armour 5 pts
- Cybork Body 5 pts
- Attack Squig 15 pts
- Warbike 25 pts

- Replace all equipment with Mega Armour, Twin-linked Shoota and Power Klaw for 20 points.

- May then exchange Twin-linked Shoota with:
 - Shoota/Rokkit Kombi-weapon 5 pts
 - Shoota/Skorcha Kombi-weapon 5 pts

- May take equipment from the Ork armoury including Leader and Nob only items. If wearing Mega Armour may also take Mega Armour only equipment.



Mekboy – 20 pts

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 2 | 3 | 4 | 2 | 2 | 2 | 7 | 6+ |

Wargear:

Kustom Mega-Blaster, Mek's Tools

Special Rules:

Inspiring Presence, Furious Charge, Mob Rule, Waaagh!

Special Rule – More Dakka!

Instead of shooting himself, the Mekboy may allow all friendly models within 6" to re-roll To Hit rolls of 1 during that Shooting phase.

Options:

- May exchange Kustom Mega-Blaster with:
 - Slugga and Choppa Free
 - Big Shoota Free
 - Rokkit Launcha 5 pts
 - Burna 5 pts
- May take any of the following:
 - Stikkbomb 1 pt
 - 'Eavy Armour 5 pts
 - Cybork Body 5 pts
 - Grot Oiler 5 pts
- *May take equipment from the Ork armoury including Leader and Mekboy only items.*

Painboy – 50 pts

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 2 | 4 | 4 | 3 | 3 | 3 | 7 | 6+ |

Wargear:

'Urty Syringe

Special Wargear – Dok's Tools:

Rule Amendment: Any friendly Ork model within 6" of the Painboy gains the Feel No Pain special rule.

Special Rules:

Inspiring Presence, Furious Charge, Mob Rule, Waaagh!

Options:

- May take any of the following:
 - Stikkbomb 1 pt
 - 'Eavy Armour 5 pts
 - Cybork Body 5 pts
- *May take equipment from the Ork armoury including Leader and Painboy only items.*

CORE

Ork Boy – 6 pts

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 2 | 3 | 4 | 1 | 2 | 2 | 7 | 6+ |

Wargear:

Shoota

Special Rules:

Furious Charge, Mob Rule, Waaagh!

Options:

- Any Ork Boy may exchange his Shoota for a Choppa and Slugga for free.
- For every 10 Ork Boyz you take in your Kill Team, one may exchange their Shoota with one of the following:
 - Big Shoota 5 pts
 - Rokkit Launcha 10 pts
- Any Ork Boy may take any of the following:
 - Stikkbomb 1 pt

Gretchin Herd – 25 pts

Gretchin:

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 2 | 3 | 2 | 2 | 1 | 2 | 1 | 5 | - |

Runtherd:

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 2 | 3 | 4 | 1 | 2 | 2 | 7 | 6+ |

Wargear:

Blasta (Gretchin), Grabba Stikk, Slugga and Squig Hound (Runtherd)

Special Rules:

Squad (5 Gretchin, 1 Runtherd), Furious Charge (Runtherd Only)

Special Rule – It's a Grot's Life:

Rule Amendment: Orks use the tribes Gretchin for all manner of unsavoury roles, one of which is a meat shield for the more important Orks. An enemy may not trace line of sight through a Gretchin herd. Even if they try and shoot past them to get at more valuable targets, the Runtherd throws a Grot into the path of the shot.

Options:

- The Runtherd may exchange his Grabba Stick with a Grot-Prod for 5 points.

SPECIAL

Warbiker – 25 pts

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 2 | 3 | 5 | 1 | 2 | 3 | 7 | 4+ |

Unit Type: Bike

Wargear:

Choppa, Slugga, Warbike, Dakkagun

Special Rules:

Furious Charge, Mob Rule, Exhaust Cloud

Kult Ork – 10 pts

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 2 | 3 | 4 | 1 | 2 | 2 | 7 | 6+ |

Special Rules:

Furious Charge, Mob Rule, Waaagh!

Special Rule – Kult Specialisation:

Some Orks join one of the many Ork 'Kults' and specialise in a specific type of destruction. When you buy a Kult Ork, select which one of the following Kults he belongs to and equip him as appropriate, paying any extra point costs:

'Ard Boy: Gains either a Slugga and Choppa or a Shoota. Also gains 'Eavy Armour.

- Up to two 'Ard Boys in a Kill Team may exchange their Shootas with one of the following:

- Big Shoota 5 pts
- Rokkit Launcha 10 pts

Burna Boy (+5 pts): Gains a Burna.

Kommando: Gains a Slugga, Choppa and Stikkbomb. Also gains the Infiltrate and Move Through Cover special rules.

- Up to two *Kommandos* in a Kill Team may exchange their Sluggas and Choppas with one of the following:

- Big Shoota 5 pts
- Rokkit Launcha 10 pts
- Burna 15 pts

Stormboy (+2 pts): Gains a Slugga, Choppa, Stikkbomb and Rokkit Pack.

Loota (+5 pts): Gains a Deffgun.

Tankbusta (+5 pts): Gains a Rokkit Launcha and Tankbusta Bomb. Also gains the Glory Hogs special rule. Up to two *Tankbustas* may exchange their Rokkit Launcha for a Tankhammer for free.

- Any Kult Ork *May take equipment from the Ork armoury. Kommandos may take Kommando only items.*

Meganob – 40 pts

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 2 | 4 | 4 | 2 | 3 | 3 | 7 | 2+ |

Wargear:

Mega Armour, Stikkbomb

Special Rules:

Furious Charge, Mob Rule, Waaagh!

Options:

- May exchange Twin-linked Shoota with:
 - Shoota/Rokkit Kombi-weapon 5 pts
 - Shoota/Skorcha Kombi-weapon 5 pts
- *May take Mega Armour only equipment from the Ork armoury.*

Killa Kan – 40 pts

| WS | BS | S | FA | SA | RA | HP | I | A |
|----|----|---|----|----|----|----|---|---|
| 2 | 3 | 5 | 11 | 11 | 10 | 2 | 2 | 2 |

Unit Type: Vehicle (Walker)

Wargear:

Dreadnought Close-combat Weapon, Big Shoota

Special Rules:

Scouts, Move Through Cover, Non-flammable

Options:

- May exchange its Big Shoota with:
 - Skorcha Free
 - Grotzooka 5 pts
 - Rokkit Launcha 10 pts
 - Kustom Mega-blaster 15 pts
- May take any of the following:
 - Grot Riggers 5 pts
 - Armour Plates 10 pts

Flash Git – 25 pts

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 2 | 4 | 4 | 2 | 3 | 3 | 7 | 4+ |

Wargear:

Snazzgun, Gitfinda, 'Eavy Armour

Special Rules:

Furious Charge, Mob Rule, Waaagh!

Options:

- May take any of the following:
 - More Dakka 5 pts
 - Shootier 5 pts
 - Blastas 5 pts
- *May take equipment from the Ork armoury.*

Deffkopta – 35 pts

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4 | 2 | 3 | 5 | 2 | 2 | 2 | 7 | 4+ |

Unit Type: Jetbike

Wargear:

Choppa, Twin-linked Shoota

Special Rules:

Furious Charge, Mob Rule, Scouts, Hit and Run

Options:

- May exchange Twin-linked Shoota with:
 - Kustom Mega-blaster 5 pts
 - Twin-linked Rokkit Launcher 10 pts
- May take any of the following:
 - Bigbomm 15 pts
 - Buzzsaw 25 pts

ORK ARMOURY

'Ard Case (Leader Only) – 15 pts

Grants the model the Feel No Pain special rule.

Spikey Bitz (Leader 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.

Bosspole (Leader Only) – 10 pts

Rule Amendment: Increases the Nob's inspiration radius from 6" to 12".

Waaagh! Banner (Nob Only) – 20 pts

Rule Amendment: A warband's banner is decorated with glyphs and trophies to show how dangerous the owner is. Any friendly Ork model within 6" will fight harder in its presence and gains +1 WS (this does not include the Nob himself).

Metal Skull (Nob Only) – 15 pts

Adds +1 to Toughness, and also allows the model to deliver a truly awesome head butt! The 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.

Sniffer Squig (Nob 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 the Nob, but otherwise has no effect on the game.

Mega-Rumblah (Mekboy Only) – 15 pts

Creates a fierce tremor when activated. Instead of Overwatch, the Mekboy may activate his Mega-Rumblah. Any enemy model who charges the Mekboy counts a 3" radius around the model as Difficult Terrain (i.e. it would cost 6" worth of movement to move through).

Kustom Tellyporta (Mekboy 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.

Grot Orderly (Painboy Only) – 5 pts

Rule Amendment: A Grot Orderly allows one model within 6" of the Painboy (including the Painboy) to re-roll a single Feel No Pain roll. Remove the Orderly model once he has been used. The Orderly model is purely decorative and always ignored.

Kustom Generata (Mega Armour 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 his invulnerable save the Generata is overloaded and explodes – place a small blast marker over the centre of the model, anyone it touches takes a S3 AP- hit.

Leafz and Stuff (Kommando Only) – 5 pts

Grants the model the Stealth special rule.

More Powa! – 10pts

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.

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 work in exactly the same way as a Krak Grenade.