

KILL TEAM ORKS

Codex Orks

This team list uses the special rules and wargear found in Codex Orks. If a rule differs from the Codex, it will be clearly stated.

Mob Rule

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

20 points

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

Wargear:

- Improvised Armour
- Slugga
- Choppa

Special Rules:

- Inspiring Presence
- Furious Charge
- Mob Rule
- Waaagh!

Upgrade:

May upgrade to a *Kommando Nob* for 5 pts, gaining the Move Through Cover and Infiltrate special rules.

Mega Armour:

- Replace all wargear 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

Options:

- May replace any weapon with:
 - Twin-linked Shoota 5 pts
 - Shoota/Rokkit Kombi-weapon 5 pts
 - Shoota/Skorcha Kombi-weapon 5 pts
 - Big Choppa 5 pts
 - Power Claw 25 pts
- If not wearing Mega Armour, may take any of the following:
 - Stikkbomb 1 pts
 - Ammo Runt 3 pts
 - 'eavy Armour 5 pts
 - Cybork Body 5 pts
 - Attack Squig 15 pts
- If not wearing Mega Armour, may take one of the following:
 - Rokkit Pack 10 pts
 - Warbike 15 pts
- May take wargear from the Ork armoury including Nob only items. If wearing Mega Armour may also take Mega Armour only wargear. A *Kommando Nob* may also take *Kommando* only wargear.

Mek

15 points

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

Wargear:

- Improvised Armour
- Kustom Mega-Blaster
- Mek's Tools

Special Rules:

- Inspiring Presence
- Furious Charge
- Mob Rule
- Waaagh!

Options:

- May replace Kustom Mega-Blaster with:
 - Slugga and Choppa Free
 - Big Shoota Free
 - Rokkit Launcha 5 pts
- May take any of the following:
 - Stikkbomb 1 pts
 - 'eavy Armour 5 pts
 - Cybork Body 5 pts
 - Grot Oiler 5 pts
- May take wargear from the Ork armoury including Mek only items.

CORE

Ork Boy

6 points

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

Wargear:

- Improvised Armour
- Shoota

Special Rules:

- Furious Charge
- Mob Rule
- Waaagh!

Options:

- Any Ork Boy may replace its Shoota with:
 - Slugga and Choppa Free
- For every 10 Ork Boyz you take in your Kill Team, one may replace their Shoota with:
 - Big Shoota 5 pts
 - Rokkit Launcha 10 pts
- Any Ork Boy may take the following:
 - Stikkbomb 1 pts

Gretchin Herd

25 points

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 (Gretchin):

- Blasta

Special Rules (Runtherd):

- Furious Charge

Wargear (Runtherd):

- Improvised Armour
- Grabba Stick
- Slugga
- Squig Hound

Special Rules (All):

- Squad (5 Gretchin and 1 Runtherd)
- It's a Grot's Life*
- Non-Learning

It's a Grot's Life:

Rule Amendment: Ork's 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

Painboy

35 points

You may only ever take one Painboy in your Kill Team.

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

Wargear:

- Improvised Armour
- 'Urty Syringe
- Dok's Tools*

Special Rules:

- Furious Charge
- Mob Rule
- Waaagh!

Options:

- May take any of the following:
 - Stikkbomb 1 pts
 - 'eavy Armour 5 pts
 - Cybork Body 5 pts
- *May take wargear from the Ork armoury including Painboy only items.*

Dok's Tools:

Rule Amendment: The Painboy and all friendly Ork models within 6" gain the Feel No Pain special rule.

Kult Ork

10 points

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

Wargear:

- Improvised Armour

Special Rules:

- Furious Charge
- Mob Rule
- Waaagh!
- Kult Specialisation*

Kult Specialisation:

Some Orks join one of the many Ork 'Kults' and specialise in a specific type of destruction. You *must* buy one (and only one) of the Kult Options listed on the right. Select which one of the Kults he belongs to and equip him as appropriate, paying any extra point costs.

Options:

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

Kult Options (see Kult Specialisation):

- *'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 replace their Shootas with one of the following:
 - Big Shoota 5 pts
 - Rokkit Launcha 10 pts
- *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 replace their Sluggas and Choppas with one of the following:
 - Big Shoota 5 pts
 - Rokkit Launcha 10 pts
 - Burna 15 pts
- *Tankbusta* (+5 pts): Gains a Rokkit Launcha and Tankbusta Bomb. Also gains the Glory Hogs special rule.
 - ◆ Up to two Tankbustas may replace their Rokkit Launcha for a Tankhammer for free.
- *Stormboy* (+2 pts): Gains a Slugga, Choppa, Stikkbomb and Rokkit Pack.
- *Loota* (+5 pts): Gains a Deffgun.
- *Burna Boy* (+5 pts): Gains a Burna.

Killa Kan

40 points

You may take a maximum of two Killa Kanz in your Kill Team.

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

Unit Type:

- Vehicle (Walker)

Special Rules:

- Scouts
- Move Through Cover
- Non-Flammable
- Non-Learning

Wargear:

- Power Fist
- Big Shoota

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

Deffkopta

35 points

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

Unit Type:

- Jetbike

Special Rules:

- Furious Charge
- Mob Rule
- Hit and Run

Wargear:

- Choppa
- Twin-linked Shoota

Options:

- May replace 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

Meganob

40 points

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

Flash Git

25 points

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

Wargear:

- 'Eavy Armour
- Snazzgun
- Gitfinda

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 wargear from the Ork armoury.*

Warbiker

25 points

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

Wargear:

- 'eavy Armour
- Choppa
- Slugga
- Warbike
- Dakkagun

Unit Type: Bike**Special Rules:**

- Furious Charge
- Mob Rule
- Exhaust Cloud

Big Gun

20 points

You may take a maximum of two Big Gunz in your Kill Team.

Gretchin:

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

Big Gun:

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

Wargear (Gretchin):

- None

Unit Type: Artillery**Replacement Crew:** 3 pts**Wargear (Big Gun):**

- Kannon

Special Rules (All):

- Squad (2 Gretchin and 1 Big Gun)
- Non-Learning

Options:

- May replace Kannon with:
 - Lobba 5 pts
 - Zzap Gun 10 pts
- May take the following:
 - Ammo Runt 3 pts



ARMOURY

Metal Skull (Nob Only) – 20 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.

'Ard Case (Nob Only) – 15 pts

Grants the model the Feel No Pain special rule.

Spikey Bitz (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.

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.

Bospole (Nob Only) – 10 pts

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

Meaner an' Greener (Nob Only) – 5 pts

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

Rok Solid (Nob Only) – 5 pts

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

Mega-Rumblah (Mek Only) – 15 pts

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).

Bouncy Shield (Mek Only) – 15 pts

Confers a 5+ invulnerable save to the Mek.

More Dakka! (Mek Only) – 10 pts

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.

Boom Time! (Mek Only) – 10 pts

When the Mek is taken of as a casualty, place a small blast template over where he fell – all model's under the template take an automatic S3 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: Ha the Flamer special rule as described in the core Kill Team rules.

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 6 when using this save the Generata is overloaded and explodes – place a small blast marker over the centre of the model, anyone it touches (including the exploding model) takes a S3 AP- hit.

Leafz and Stuff (Kommando Only) – 5 pts

Grants the model the Stealth special rule.

Waaagh! Banner – 20 pts

Maximum of one per Kill 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 Pow! – 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.