WARRIORS OF GORK AND MORK

These datasheets allow you to fight Apocalypse battles with your Orks miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

KEYWORDS

Throughout these datasheets you will come across the **<Clan>** keyword. This is shorthand for a keyword of your own choosing, as described below.

<CLAN>

All Orks belong to a clan, a group of like-minded greenskins that share a propensity for a certain kind of warfare.

Some datasheets specify what clan the unit is drawn from (e.g. Zhadsnark da Ripper has the **Evil Sunz** keyword, so is from the Evil Sunz), but where a datasheet does not, it will have the **<Clan>** keyword. When you include such a unit in your army, you must nominate which clan that unit is from. You then simply replace the **<Clan>** keyword in every instance on that unit's datasheet with the name of your chosen clan.

For example, if you were to include a Meka-dread in your army, and you decided it was from the Bad Moons Clan, its **<Clan>** Faction keyword is changed to **Bad Moons** and its Kustom Force Field ability would then read: 'Subtract 1 from wound rolls for attacks made by ranged weapons that target **Bad Moons** units whilst they are wholly within 9" of any friendly **Bad Moons** units with a Kustom Force Field.'

ZHADSNARK DA RIPPER

6

Zhadsnark da Ripper is a unit that contains 1 model. It is equipped with: Da Pain Klaw. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Zhadsnark da Ripper	16"	2+	5+	2	2	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Da Pain Klaw	Melee	Melee	User	7+	7+	-

ABILITIES

Waaagh!: Re-roll hit rolls of 1 for attacks made with melee weapons by friendly **Evil Sunz** units whilst they are within 6" of this unit.

FACTION KEYWORDS: Ork, Evil Sunz

KEYWORDS: Light, Biker, Character, Speed Freeks, Warboss, Zhadsnark da Ripper

ORK MEK BOSS BUZZGOB

5

Ork Mek Boss Buzzgob is a unit that contains 1 model. It can also contain 1 Nitnuckle model and 1 Lunk model (**Power Rating +1**). It is equipped with: Mek Arms. It has a Kustom Force Field.

	M	WS	BS	A	W	Ld	Sv
Ork Mek Boss Buzzgob (1/3 models)	5"	3+	4+	1	1	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Mek Arms	Melee	Melee	User	9+	9+	-
Nitnuckle and Lunk's Close Combat Weapons	Melee	Melee	User	11+	11+	-

WARGEAR OPTIONS

- If this unit contains Nitnuckle and Lunk, it is also equipped with Nitnuckle and Lunk's Close Combat Weapons.

ABILITIES

Nitnuckle and Lunk: If this unit contains 3 models, then when this unit uses the Big Mekaniak ability, you can re-roll the result.

Kustom Force Field: Subtract 1 from wound rolls for attacks made by ranged weapons that target **Goff** units whilst they are wholly within 9" of any friendly **Goff** units with a Kustom Force Field.

Big Mekaniak: At the end of the Action phase, this unit can attempt to repair one friendly **Goff Vehicle** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **Vehicle** unit. Only one attempt to repair each unit can be made each turn.

FACTION KEYWORDS: Ork, Goff

KEYWORDS: Light, Infantry, Character, Big Mek, Mek Boss Buzzgob

GROT TANKS

3

Grot Tanks are a unit that contains 4 models. It can contain 8 models (**Power Rating 6**). It is equipped with: Armoured Hulls.

	M	WS	BS	A	W	Ld	Sv
Grot Tanks (4 models)	7"	6+	4+	1	2	4	7+
Grot Tanks (8 models)	7"	6+	4+	2	4	4	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Grotzooka	Heavy	18"	2	7+	9+	-
Kustom Mega-blasta	Heavy	24"	1	9+	5+	Supercharge
Rokkit Launcha	Heavy	24"	1	7+	7+	-
Shoota	Heavy	24"	1	10+	10+	-
Skorcha	Heavy	8"	1	7+	9+	Inferno
Armoured Hulls	Melee	Melee	User	11+	11+	-

WARGEAR OPTIONS

- For each model this unit contains, it must be equipped with one of the following: 1 Big Shoota; 1 Grotzooka; 1 Kustom Mega-blasta; 1 Rokkit Launcha; 1 Skorcha.
- For each model this unit contains, it can also be equipped with 1 Shoota (**Power Rating +1** per weapon).

FACTION KEYWORDS: Ork, <Clan>

KEYWORDS: Heavy, Vehicle, Gretchin, Grot Tanks

GROT MEGA-TANK

7

A Grot Mega-tank is a unit that contains 1 model. It is equipped with: 3 Big Shootas; 2 Twin Big Shootas; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Grot Mega-tank	7"	5+	4+	1	2	4	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Boom Kanister	Heavy	10"	2	7+	9+	One Use Only
Grotzooka	Heavy	18"	2	7+	9+	-
Kustom Mega-blasta	Heavy	24"	1	9+	5+	Supercharge
Rack of Rokkits	Heavy	24"	2	7+	7+	-
Rokkit Launcha	Heavy	24"	1	7+	7+	-
Shoota	Heavy	24"	1	10+	10+	-
Skorcha	Heavy	8"	1	7+	9+	Inferno
Twin Big Shoota	Heavy	36"	2	7+	9+	-
Twin Grotzooka	Heavy	18"	3	6+	8+	-
Twin Kustom Mega-blasta	Heavy	24"	2	9+	5+	Supercharge
Twin Skorcha	Heavy	8"	2	7+	9+	Inferno
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with up to 2 Boom Kanisters (**Power Rating +1** per weapon).
- This unit can also be equipped with 1 Shoota (**Power Rating +1**).
- For each Twin Big Shoota this unit is equipped with, it can instead be equipped with one of the following: 1 Rack of Rokkits; 1 Twin Grotzooka; 1 Twin Kustom Mega-blasta; 1 Twin Skorcha.
- For each Big Shoota this unit is equipped with, it can instead be equipped with one of the following: 1 Grotzooka; 1 Kustom Mega-blasta; 1 Rokkit Launcha; 1 Skorcha.

FACTION KEYWORDS: Ork, <Clan>

KEYWORDS: Heavy, Vehicle, Gretchin, Grot Mega-tank

SQUIGGOTH

7

A Squiggoth is a unit that contains 1 model. It is equipped with: Gorin' Horns; Kannon.

	M	WS	BS	A	W	Ld	Sv
Squiggoth	10"	4+	5+	2	2	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Kannon	Heavy	36"	2	7+	7+	-
Lobba	Heavy	48"	1	7+	9+	Barrage
Zzap Gun	Heavy	36"	1	9+	4+	-
Gorin' Horns	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS

- Instead of 1 Kannon, this unit can be equipped with one of the following: 1 Lobba; 1 Zzap Gun.

ABILITIES

Open-topped

Stampede!: After this unit ends a Move action, roll one D6 for each enemy unit within 1" of this unit, adding 2 to the result if that enemy unit is **Light**; on a 4+ place one blast marker next to the unit being rolled for.

TRANSPORT

This unit can transport up to 10 friendly **Flash Gitz** or **<Clan> Infantry** models. Each **Mega Armour** or **Jump Pack** model takes the space of 2 other **Infantry** models.

FACTION KEYWORDS: Ork, <Clan>

KEYWORDS: Heavy, Monster, Transport, Squiggoth

MEKA-DREAD

8

A Meka-dread is a unit that contains 1 model. It is equipped with: Rokkit-bomms; 2 Rippa Klaws.

	M	WS	BS	A	W	Ld	Sv
Meka-dread	8"	3+	4+	2	3	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Big Zzappa	Heavy	36"	2	8+	3+	-
Killkannon	Heavy	24"	2	6+	6+	-
Shunta	Heavy	24"	1	7+	7+	-
Rattler Kannon	Heavy	24"	2	8+	8+	-
Rippa Klaw	Melee	Melee	User	6+	5+	-
Rokkit-bomms	Heavy	48"	2	9+	10+	Barrage

WARGEAR OPTIONS

- Instead of 1 Rippa Klaw, this unit can be equipped with one of the following: 1 Big Zzappa (**Power Rating +1**); 1 Killkannon; 1 Rattler Kannon; 1 Shunta.
- Instead of Rokkit-bomms, this unit can be equipped with 2 Big Shootas, or it can have one of the following:
  - Mega-charger. If this unit has a Mega-charger, it gains the **Mega-charger** ability.
  - Kustom Force Field. If this unit has a Kustom Force Field, it gains the **Kustom Force Field** ability.

ABILITIES

Kustom Force Field: Subtract 1 from wound rolls for attacks made by ranged weapons that target **<Clan>** units whilst they are wholly within 9" of any friendly **<Clan>** units with a Kustom Force Field.

Mega-charger: If this unit has a Mega-charger, then once per battle it can move up to an additional 8" when it makes a Move action.

FACTION KEYWORDS: Ork, <Clan>

KEYWORDS: Heavy, Vehicle, Meka-dread

LIFTA WAGON

9

A Lifta Wagon is a unit that contains 1 model. It is equipped with: Lifta-droppa; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Lifta Wagon	**12"**	**5+**	**5+**	**1**	**3**	**5**	**8+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Lifta-droppa	Heavy	48"	2	6+	8+	Lifta-droppa
Rokkit Launcha	Heavy	24"	1	7+	7+	-
Armoured Hull	Melee	Melee	User	10+	10+	-
Deff Rolla	Melee	Melee	x3	7+	7+	-

WARGEAR OPTIONS

- This unit can also be equipped with up to two of the following (**Power Rating + 1** per weapon): 1 Big Shoota; 1 Rokkit Launcha.
- Instead of 1 Armoured Hull, this unit can be equipped with 1 Deff Rolla (**Power Rating +1**).

ABILITIES

Lifta-droppa: If an attack made with a Lifta-droppa successfully wounds a **Heavy** unit, roll one D12; on a 5+ place one blast marker next to that unit.

FACTION KEYWORDS: Ork, <Clan>

KEYWORDS: Heavy, Vehicle, Battlewagon, Lifta Wagon

BIG TRAKK

9

A Big Trakk is a unit that contains 1 model. It is equipped with: 2 Big Shootas; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Big Trakk	14"	5+	5+	2	3	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Lobba	Heavy	48"	2	7+	9+	Barrage
Big Shoota	Heavy	36"	1	7+	9+	-
Big Zzappa	Heavy	36"	2	8+	3+	-
Flakka Gunz	Heavy	48"	1	8+	8+	Anti-air
Grot Sponson	Heavy	24"	1	8+	9+	-
Kannon	Heavy	36"	2	7+	7+	-
Killkannon	Heavy	24"	2	6+	6+	-
Lobba	Heavy	48"	1	7+	9+	Barrage
Rokkit Launcha	Heavy	24"	1	7+	7+	-
Shoota	Heavy	24"	1	10+	10+	-
Skorcha	Heavy	8"	1	7+	9+	Inferno
Supa-kannon	Heavy	60"	2	7+	7+	-
Supa-skorcha	Heavy	24"	2	6+	9+	Inferno
Armoured Hull	Melee	Melee	User	10+	10+	-

FACTION KEYWORDS: Ork, <Clan>

KEYWORDS: Heavy, Vehicle, Transport, Big Trakk

BIG TRAKK

9

WARGEAR OPTIONS

- For each Big Shoota this unit is equipped with, it can instead be equipped with one of the following: 1 Skorcha; 1 Rokkit Launcha.
- This unit can also be equipped with up to two of the following (**Power Rating +1** per weapon): 1 Big Shoota; 1 Rokkit Launcha; 1 Skorcha.
- This unit can either:
  - Also be equipped with one of the following (**Power Rating +1**): 1 Big Lobba; 1 Big Zzappa; Flakka Gunz; 1 Kannon; 1 Killkannon; 1 Lobba; 1 Supa-skorcha; 1 Zzap Gun. If it is, this unit has a transport capacity of 6 instead of 12.
  - Also be equipped with 1 Supa-kannon (**Power Rating +1**). If it is, this unit has a transport capacity of 0 and loses the **Transport** keyword.
- This unit can also be equipped with up to 2 Grot Sponsons (**Power Rating +1** per weapon).

ABILITIES

Open-topped

TRANSPORT

This unit can transport up to 12 friendly **Flash Gitz** or **<Clan> Infantry** models. Each **Mega Armour** or **Jump Pack** model takes the space of 2 other **Infantry** models.

FACTION KEYWORDS: Ork, <Clan>

KEYWORDS: Heavy, Vehicle, Transport, Big Trakk

BATTLEWAGON WITH SUPA-KANNON

7

A Battlewagon with Supa-kannon is a unit that contains 1 model. It is equipped with: Supa-kannon; Wagon Melee Weapons.

	M	WS	BS	A	W	Ld	Sv
Battlewagon with Supa-kannon	12"	5+	5+	1	3	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Rokkit Launcha	Heavy	24"	1	7+	7+	-
Supa-kannon	Heavy	60"	2	7+	7+	-
Deff Rolla	Melee	Melee	x3	7+	7+	-
Wagon Melee Weapons	Melee	Melee	User	9+	9+	-

WARGEAR OPTIONS

- This unit can also be equipped with up to four of the following (**Power Rating +1** per weapon): 1 Big Shoota; 1 Rokkit Launcha.
- Instead of 1 Armoured Hull, this unit can be equipped with 1 Deff Rolla (**Power Rating +1**).
- This unit can have an 'Ard Case. If this unit has an 'Ard Case, it:
  - Has a Save characteristic of 6+.
  - Loses the following abilities: **Open-topped**.

ABILITIES

Open-topped

TRANSPORT

This unit can transport up to 6 friendly **Flash Gitz** or **<Clan> Infantry** models. Each **Mega Armour** or **Jump Pack** model takes the space of 2 other **Infantry** models.

FACTION KEYWORDS: Ork, <Clan>

KEYWORDS: Heavy, Transport, Vehicle, Battlewagon, Battlewagon with Supa-kannon

KILL TANK

A Kill Tank is a unit that contains 1 model. It is equipped with: Bursta Kannon; Twin Big Shoota; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Kill Tank	12"	3+	4+	2	5	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Bursta Kannon	Heavy	36"	2	7+	4+	Destroyer
Giga Shoota	Heavy	48"	6	7+	9+	-
Rack of Rokkits	Heavy	24"	2	7+	7+	-
Rokkit Launcha	Heavy	24"	1	7+	7+	-
Twin Big Shoota	Heavy	36"	2	7+	9+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with two of the following: 1 Big Shoota **(Power Rating +1)**; 1 Skorcha **(Power Rating +1)**; 1 Rack of Rokkits **(Power Rating +2);** 1 Rokkit Launcha **(Power Rating +1)**; 1 Twin Big Shoota **(Power Rating +2)**.
- Instead of 1 Bursta Kannon, this unit can be equipped with 1 Giga Shoota.

ABILITIES

Open-topped

TRANSPORT

This unit can transport up to 12 friendly **Flash Gitz** or **<Clan> Infantry** models. Each **Mega Armour** or **Jump Pack** model takes the space of 2 other **Infantry** models.

FACTION KEYWORDS: Ork, <Clan>

KEYWORDS: Super-heavy, Transport, Vehicle, Titanic, Kill Tank

'CHINORK' WARKOPTA

9

A 'Chinork' Warkopta is a unit that contains 1 model. It is equipped with: Big Shoota; 2 Deffguns; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
'Chinork' Warkopta	17"	3+	5+	1	2	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Deffgun	Heavy	48"	2	7+	7+	-
Kustom Mega-blasta	Heavy	24"	1	9+	5+	Supercharge
Rattler Kannon	Heavy	24"	2	8+	8+	-
Rokkit Launcha	Heavy	24"	1	7+	7+	-
Skorcha	Heavy	8"	1	7+	9+	Inferno
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Big Shoota, this unit can be equipped with one of the following: 1 Kustom Mega-blasta; 1 Rokkit Launcha; 1 Skorcha.
- Instead of 2 Deffguns, this unit can be equipped with 2 Rattler Kannons.

ABILITIES

Deep Strike, Open-topped

Bigbomm: When this unit finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll four D6, subtracting 1 from each result if that unit is a **Character** and adding 1 to each result if that unit is garrisoning a Defensible Terrain feature; for each result of 4+ place one blast marker next to that unit.

TRANSPORT

This unit can transport up to 10 friendly **Flash Gitz** or **<Clan> Infantry** models. Each **Mega Armour** or **Jump Pack** model takes the space of 2 other **Infantry** models.

FACTION KEYWORDS: Ork, <Clan>

KEYWORDS: Heavy, Transport, Fly, Vehicle, 'Chinork' Warkopta

KUSTOM STOMPA

A Kustom Stompa is a unit that contains 1 model. It is equipped with: 3 Big Shootas; Gaze of Mork; Lifta-droppa; Skorcha; 3 Supa-rokkits; Twin Big Shoota; Mega Klaw.

	M	WS	BS	A	W	Ld	Sv
Kustom Stompa	12"	3+	5+	4	8	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Belly Gun	Heavy	48"	3	3+	7+	-
Big Shoota	Heavy	36"	1	7+	9+	-
Deff Kannon	Heavy	72"	2	5+	5+	Destroyer
Gaze of Mork	Heavy	24"	1	8+	3+	Destroyer
Grot Sponson	Heavy	24"	1	8+	9+	-
Lifta-droppa	Heavy	48"	2	5+	7+	Lifta-droppa
Skorcha	Heavy	8"	1	7+	9+	Inferno
Supa-gatler	Heavy	48"	12	6+	8+	-
Supa-rokkit	Heavy	100"	2	7+	4+	One Use Only
Twin Big Shoota	Heavy	36"	2	7+	9+	-
Mega Klaw	Melee	Melee	User	4+	4+	Destroyer

FACTION KEYWORDS: Ork, <Clan>

KEYWORDS: Super-heavy, Vehicle, Transport, Titanic, Stompa, Kustom Stompa

KUSTOM STOMPA

WARGEAR OPTIONS

- This unit can also be equipped with up to 4 Grot Sponsons (**Power Rating +1** per weapon).
- This unit can also be equipped with up to 2 Supa-rokkits (**Power Rating +1** per weapon).
- Instead of 1 Lifta-droppa, this unit can be equipped with one of the following (**Power Rating +3**): 1 Deff Kannon and 1 Supa-gatler; 1 Mega Klaw.
- This unit can also be equipped with 1 Belly Gun (**Power Rating +4**). If it is, this unit has a transport capacity of 0 and loses the **Transport** keyword. .

ABILITIES

Repair Krew: Once per Action phase, this unit can attempt to repair itself. If it does, roll one D6; on a 3+, remove one damage marker from this unit. Only one attempt to repair each unit can be made each turn.

Effigy: You can re-roll Morale tests taken for friendly **Orks** units whilst they are within 6" of this unit.

Lifta-droppa: If an attack made with a Lifta-droppa successfully wounds a **Heavy** unit, roll one D12; on a 5+ place one blast marker next to that unit.

TRANSPORT

This unit can transport up to 20 friendly **Flash Gitz** or **<Clan> Infantry** models. Each **Mega Armour** or **Jump Pack** model takes the space of 2 other **Infantry** models.

FACTION KEYWORDS: Ork, <Clan>

KEYWORDS: Super-heavy, Vehicle, Transport, Titanic, Stompa, Kustom Stompa

GARGANTUAN SQUIGGOTH

35

A Gargantuan Squiggoth is a unit that contains 1 model. It is equipped with: 2 Supa-lobbas; 2 Twin Big Shootas; Huge Tusks.

	M	WS	BS	A	W	Ld	Sv
Gargantuan Squiggoth	10"	3+	5+	6	7	4	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Big Zzappa	Heavy	36"	2	8+	3+	-
Killkannon	Heavy	24"	2	6+	6+	-
Supa-lobba	Heavy	48"	3	8+	8+	Barrage
Twin Big Shoota	Heavy	36"	2	7+	9+	-
Huge Tusks	Melee	Melee	User	4+	6+	Destroyer

WARGEAR OPTIONS

- This unit can also be equipped with up to 4 Big Shootas (**Power Rating +1** per weapon).
- For each Supa-lobba this unit is equipped with, it can instead be equipped with one of the following (**Power Rating +1** per weapon): 1 Big Zzappa; 1 Killkannon.

ABILITIES

Open-topped

Stampede!: After this unit ends a Move action, roll one D6 for each enemy unit within 1" of this unit, adding 2 to the result if that enemy unit is **Light**; on a 4+ place one blast marker next to the unit being rolled for.

TRANSPORT

This unit can transport up to 20 friendly **Flash Gitz** or **<Clan> Infantry** models. Each **Mega Armour** or **Jump Pack** model takes the space of 2 other **Infantry** models.

FACTION KEYWORDS: Ork, <Clan>

KEYWORDS: Super-heavy, Monster, Transport, Titanic, Gargantuan Squiggoth

GROT BOMM LAUNCHA

5

A Grot Bomm Launcha is a unit that contains 1 model. It is equipped with: Grot-guided Bomm; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Grot Bomm Launcha	12"	3+	5+	1	2	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Grot-guided Bomm	Heavy	72"	2	7+	8+	Barrage, One Use Only
Armoured Hull	Melee	Melee	User	10+	10+	-

ABILITIES

Infiltrators

Grot-guided Bomm: You can re-roll hit rolls for attacks made by this unit with a Grot-guided Bomm.

FACTION KEYWORDS: Ork, <Clan>

KEYWORDS: Heavy, Vehicle, Grot Bomm Launcha

ATTACK FIGHTA

An Attack Fighta is a unit that contains 1 model. It is equipped with: 2 Twin Big Shootas; Armoured Hull. It has Small Bomms.

	M	WS	BS	A	W	Ld	Sv
Attack Fighta	**20"-50"**	**5+**	**5+**	**1**	**2**	**4**	**8+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Big Shoota	Heavy	36"	2	7+	9+	-
Wing Rokkits	Heavy	24"	1	7+	7+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of having Small Bomms, this unit can be equipped with Wing Rokkits.

ABILITIES

Supersonic

Small Bomms: If this unit has Small Bomms, then when this unit finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll two D6, subtracting 1 from each result if that unit is a **Character** and adding 1 to each result if that unit is **Heavy** or **Super-heavy**; for each result of 5+ place one blast marker next to that unit.

FACTION KEYWORDS: Ork, Goff

KEYWORDS: Heavy, Aircraft, Vehicle, Fly, Attack Fighta

FIGHTA-BOMMER

A Fighta-Bommer is a unit that contains 1 model. It is equipped with: 3 Twin Big Shootas; Armoured Hull. It has Small Bomms.

	M	WS	BS	A	W	Ld	Sv
Fighta-Bommer	**20-50"**	**5+**	**5+**	**1**	**2**	**4**	**8+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Grot-guided Bomm	Heavy	72"	2	7+	8+	Barrage, One Use Only
Twin Big Shoota	Heavy	36"	2	7+	9+	-
Wing Rokkits	Heavy	24"	1	7+	7+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of having Small Bomms, this unit can be equipped with one of the following: 2 Grot-guided Bomms; Wing Rokkits.

ABILITIES

Supersonic

Grot-guided Bomm: You can re-roll hit rolls for attacks made by this unit with a Grot-guided Bomm.

Small Bomms: If this unit has Small Bomms, then when this unit finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll two D6, subtracting 1 from each result if that unit is a **Character** and adding 1 to each result if that unit is **Heavy** or **Super-heavy**; for each result of 5+ place one blast marker next to that unit.

FACTION KEYWORDS: Ork, <Clan>

KEYWORDS: Heavy, Aircraft, Vehicle, Fly, Fighta-Bommer

DETHROLLA BATTLE FORTRESS

26

A Dethrolla Battle Fortress is a unit that contains 1 model. It is equipped with: Kannon; 2 Zzap Guns; Deff Rolla.

	M	WS	BS	A	W	Ld	Sv
Dethrolla Battle Fortress	12"	3+	4+	3	5	5	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Kannon	Heavy	36"	2	7+	7+	-
Lobba	Heavy	48"	1	7+	9+	Barrage
Rokkit Launcha	Heavy	24"	1	7+	7+	-
Skorcha	Heavy	8"	1	7+	9+	Inferno
Twin Big Shoota	Heavy	36"	2	7+	9+	-
Zzap Gun	Heavy	36"	1	9+	4+	-
Deff Rolla	Melee	Melee	x3	7+	7+	-

WARGEAR OPTIONS

- For each Kannon and Zzap Gun this unit is equipped with, it can instead be equipped with one of the following: 1 Kannon; 1 Lobba; 1 Zzap Gun.
- This unit must take two of the following in any combination: 1 Rokkit Launcha (**Power Rating +1**); 1 Skorcha (**Power Rating +1**); 1 Twin Big Shoota (**Power Rating +2**).
- This unit can also be equipped with up to 5 Big Shootas (**Power Rating +2** per weapon).

ABILITIES

Open-topped, Ignore Damage (6+)

TRANSPORT

This unit can transport up to 20 friendly **Flash Gitz** or **<Clan> Infantry** models. Each **Mega Armour** or **Jump Pack** model takes the space of 2 other **Infantry** models.

FACTION KEYWORDS: Ork, <Clan>

KEYWORDS: Heavy, Vehicle, Transport, Titanic, Dethrolla Battle Fortress

KILL KRUSHA

17

A Kill Krusha is a unit that contains 1 model. It is equipped with: Krusha Kannon; Reinforced Ram.

	M	WS	BS	A	W	Ld	Sv
Kill Krusha	12"	3+	4+	3	5	5	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Big Shoota	Heavy	36"	1	7+	9+	-
Krusha Kannon	Heavy	60"	3	6+	7+	-
Rack of Rokkits	Heavy	24"	2	7+	7+	-
Rokkit Launcha	Heavy	24"	1	7+	7+	-
Skorcha	Heavy	8"	1	7+	9+	Inferno
Twin Big Shoota	Heavy	36"	2	7+	9+	-
Reinforced Ram	Melee	Melee	x2	6+	7+	-

WARGEAR OPTIONS

- This unit can take up to two of the following in any combination: Big Shoota (**Power Rating +1**); 1 Rack of Rokkits; Rokkit Launcha (**Power Rating +1**); 1 Skorcha (**Power Rating +1**); 1 Twin Big Shoota (**Power Rating +2**).

ABILITIES

Open-topped, Ignore Damage (6+)

Krusha Kannon: Attacks made with a Krusha Kannon that target a unit within 18 automatically score a hit (no hit roll is made) if the target unit is within 18".

TRANSPORT

This unit can transport up to 12 friendly **Flash Gitz** or **<Clan> Infantry** models. Each **Mega Armour** or **Jump Pack** model takes the space of 2 other **Infantry** models.

FACTION KEYWORDS: Ork, <Clan>

KEYWORDS: Super-heavy, Vehicle, Transport, Titanic, Kill Krusha