

Goff Warlord Traits

1	'Ard az Nailz. When fighting in a challenge, all successful To Wound rolls against the Warlord must be re-rolled.
2	Fikk Skull. The Warlord has the Stubborn rule.
3	Buzzurka. The Warlord has the Rage and Rampage rules so long as he has fewer than his starting number of wounds.
4	Brootal Disiplin'. When using Orkforitee to re-roll a Morale test, the Warlord counts his Leadership as 10 and ignores any negative modifiers.
5	Skum Stompa. When rolling for a Sweeping Advance, the Warlord adds D3 to his total.
6	Goff Rokka. Whenever the Warlord successfully charges into close combat, add one Waaagh! Counter to the total in play.

Bad Moon Warlord Traits

1	Mega Shooty. All shooting attacks made by the Warlord increase their range by 12". Template weapons get the Torrent rule instead.
2	Supa Kondukta. When making Sparky Parts rolls for the Warlord or a unit he has joined, roll three dice and discard one of your choice.
3	Big Flash. Once per game, all shooting attacks made by the Warlord or a unit he has joined have their AP value reduced by 1 (to a minimum of 1).
4	Top Kwolitee. All of the Warlord's weapons are Master Crafted and one unit in the detachment with the Kustom Dakka rule may choose their result from the table rather than rolling.
5	Shinee Git. All attacks which hit the Warlord treat their AP value as being one higher than usual (so an AP 2 Plasma Pistol shot would become AP 3, for example).
6	Snazzboss. Friendly models with Bosspoles within 6" of the warlord (including the warlord himself) add +1 to the rolls to see if their Bosspoles give a bonus to combat resolution.

Evil Sunz Warlord Traits

1	Speed Freak. The Warlord and any friendly unit within 6" of him may disembark from a transport vehicle even if it moved further than 6" in the movement phase.
2	Scrambla. The Warlord, any unit within 6" of him may re-roll failed Dangerous Terrain tests.
3	Dragsta. All vehicles from the Primary Detachment within 6" of the Warlord at the start of their movement phase may move an extra inch (so vehicles travelling at Combat Speed may travel up to 7", for example). This does not affect stationary or immobile vehicles.
4	Smoke Belcha. All units (friendly and enemy) within 6" of the Warlord (including the Warlord) have a 5+ cover save.
5	Dangerus Driva. Vehicles from the Primary Detachment may ignore any Immobilised damage result they suffer within 6" of the Warlord on the roll of 4+ on one dice.
6	Krasha. The Warlord inflicts D3 additional Hammer of Wrath hits when charging.

Snakebite Warlord Traits

1	Big Beest Hunta. The Warlord has the Preferred Enemy (Beasts) and Monster Hunter rules.
2	Trappa. The warlord and any unit he joins count as being equipped with Defensive Grenades.
3	Squig Breeda. All models with Squigskin in the Primary Detachment have a 5+ Armour Save.
4	Ruff Rambla. The Warlord has the Move Through Cover rule.
5	Jumbo Mumbla. Friendly Psykers within 12" of the Warlord (including the warlord) may re-roll failed Psychic Tests.
6	Evil Eye. Enemy characters within 12" of the Warlord must re-roll successful Look Out Sir rolls.

Deathskulls Warlord Traits

1	Dismantla. The Warlord has the Tank Hunter rule.
2	Kwik Getaway! The Warlord has the Hit and Run rule.
3	Runt Wrangla. Whenever a Supply Runt belonging to a friendly unit within 12" of the Warlord (including the Warlord himself) is removed from play, roll one dice. On a 6, the Warlord gains a Supply Runt.
4	Skrap Skrounga. Friendly units within 6" of the Warlord (including the Warlord himself) may re-roll the dice when using the Junk Grabbas rule.
5	Snatcha! Once per game, when fighting in a challenge, the Warlord may attempt to steal the enemy character's weapon. Before rolling to hit the enemy character must make a Strength test and if he fails, he loses one weapon of your choice for the duration of the Assault Phase.
6	Blu fer Lukk. All units from the primary detachment within 6" of the Warlord have a 6+ Invulnerable Save.

Blood Axes Warlord Traits

1	Lojistik Kno Wotz. Each Game Turn, you may re-roll one reserve roll (Friendly or Enemy).
2	Taktikul Adviza. After all forces have deployed, choose one enemy unit. The Warlord and any friendly unit within 6" of him have Preferred Enemy against that unit.
3	Spushul Opz. The warlord has the Stealth rule.
4	Bakstabba. Units from the Primary Detachment arriving via Outflank may assault the turn that they arrive from reserves.
5	Kunnin Planz. Before rolling to Seize the Initiative at the start of the game, you may remove one friendly unit from the battlefield and place them in Reserves.
6	Brilliunt Staterjee. When the roll to Size the Initiative is made, you may re-roll the dice.