

ORK TRIBE

An Ork Tribe detachment consists of one or more Core choices, plus one Command choice per Core choice and up to 4 auxiliary choices per core choice.

Command Benefits:

Sea of Green: any shooting attack which draws line of sight over or through at least one unit from this detachment grants the target +1 to their cover saves so long as their Unit Type is Infantry.

If this is your Primary Detachment you may re-roll the result on the Ork Warlord Trait table.

If this is your Primary Detachment and your warlord has the Waaagh! rule, you may use one extra Waaagh! for each other character with the rule in this detachment, subject to the usual restrictions.

CORE DETACHMENT

Ork Warband

1 Mek, Painboy or Weirdboy

1 unit of Nobs or Meganobz

3-5 units of Boyz

0-2 units of Gretchin

0-1 Battlewagon, Deffdread, Morkanaut, Gorkanaut or Stompa

Trampling Horde: all units from this detachment containing more than ten models gain the Move Through Cover and Hammer of Wrath rules.

COMMAND FORMATIONS (1 per Core Detachment)

Bad Moon Boss

1 Warboss or Kaptin Badrukk

0-1 Weirdboy

0-2 units of Flash Gitz

Snazzy Gear: all models in this formation may take one of the 'Eavy Armour or Cybork Body upgrades at no cost.

Blood Axe Boss

1 Warboss or Big Mek

0-1 Mek

0-2 units of Kommandos

Taktikul Finkin: all models in this formation gain the Objective Secured rule.

Death Skull Boss

1 Warboss or Mad Dok Grotsnik

0-1 Painboy

0-2 units of Lootas

Lucky Blue Paint: models from this formation may re-roll failed To Hit rolls, To Wound rolls, Save rolls and Feel No Pain rolls if the initial roll was 4 or higher.

Evil Sun Boss

1 Warboss or Big Mek

0-1 Mek

0-2 units of Warbikers

Full Throttle: any model in this formation with the Bike unit type gains the Skilled Rider special rule. Any unit which contains a model from this formation with the Infantry type may disembark from a vehicle with the Red Paint Job upgrade even if it moved further than 6" in the Movement Phase.

Goff Boss

1 Warboss or Ghazghkull Thraka

0-2 units of Stormboyz

Goff Hedbutt: all characters in this formation have the Hammer of Wrath rule and all Hammer of Wrath attacks made by models in this formation have the Concussive rule.

Snakebite Boss

1 Warboss

0-1 Painboy

1-2 units of Gretchin

Snake Biters: all close combat attacks made by models in this formation have the Poison rule and any successful To Wound rolls made against models in this formation by weapons with the Poison rule must be re-rolled.

AUXILIARY FORMATIONS (0-4 per Core Detachment)

Mek Mob

1 Big Mek or Mek

1 unit of Killa Kans

1 unit of Burna Boyz, Lootas or Mek Guns

1 Battlewagon, Deffdread, Gorkanaut or Morkanaut

Pile Out: all vehicles in this formation have the Assault Vehicle rule.

Mechanical Superiority: all Walkers in this formation have the Monster Hunters rule.

Mega Mek Mob (counts as 3 Auxiliary choices)

3 Mek Mobs

1 Stompa

Mobile scrapheap: All vehicles in this formation have 1 additional Hull Point.

Freebootaz

1 Mek, Painboy, Weirdboy or Kaptin Badrukk

2-3 units of Flash Gitz

0-1 units of Mek Guns

Flash Blastas: when making a shooting attack with a random S or AP value, any model in this formation may re-roll the dice to determine the S or AP value. The second result must be used even if it is worse than the first.

Madboyz

1 Weirdboy or Mad Dok Grotznik

1-2 units of Boyz, Burna Boyz or Tankbustas

Insane: all models in this formation must be joined into a single unit and may not leave it. All models in this formation gain the Fear rule. When using the Mob Rule table, the unit is always treated as containing at least ten models.

Skarboyz

1 Painboy

1 unit of Nobz

1 unit of Boyz

Hard as Nailz: all models in this formation must be joined into a single unit and may not leave it. All models in this formation add +1 to the Strength characteristic on their profile.

Speed Freaks

2-3 units of Deffkoptas, Warbikers or Warbuggies

0-1 Blitza Bommer, Burna Bommer or Dakkajet

Kult of Speed: all non-vehicle models in this formation gain the Skilled Rider rule.

All vehicle models in this formation may take the Red Paint Job upgrade at no cost.

Wildboyz

1 Painboy

1 unit of Boyz

1 unit of Gretchin

Primitive but effective: all weapons with the Assault type carried by models in this formation change their type to Heavy and all Pistol weapons carried by models in this formation have their range reduced to 6". All weapons with the Melee type carried by models in this formation gain the Rending rule.