

## Warboss (65)

Move 6

Quality: 3+ (5+ shooting)

Defense: 4+

Twin Carbine 18" A4, Ultra Axe A3 Rending

Tough 3

Hero

Furious: +1 attack when charging



## Mechanic (85)

Move 6

Quality: 4+ (5+ shooting)

Defense: 4+

Pistol 12" A1, CCW A3, Energy Field (Stealth to unit)

Tough 3

Hero

Furious: +1 attack when charging

Repair: When standing within 2" roll 4+ to heal 1 damage to a unit with Tough.



## 11 Goblin Herd (95)

Move 6

Quality: 6+ (4+ shooting)

Defense: 6+

Pistol 12" A1, CCW A1

Relentless: Shoot again if you roll a 6

Furious: +1 attack when charging

Fearless: +1 to morale rolls



## 20 Choppa Mob (325)

Move 6

Quality: 4+ (5+ shooting)

Defense: 5+

Pistol 12" A1, CCW A2, Ultra Claw A2 AP2, Flamethrowers 12" A6

Furious: +1 attack when charging



## 20 Choppa Mob (335)

Move 6

Quality: 4+ (5+ shooting)

Defense: 5+

Pistol 12" A1, CCW A2, Ultra Claw A2 AP2, Rocket Launchers 24" A1, AP3 Deadly 3

Furious: +1 attack when charging



## 20 Choppa Mob (335)

Move 6

Quality: 4+ (5+ shooting)

Defense: 5+

Pistol 12" A1, CCW A2, Ultra Claw A2 AP2, Rocket Launchers 24" A1, AP3 Deadly 3

Furious: +1 attack when charging



## 20 Shoota Mob (385)

Move 6

Quality: 4+ (5+ shooting)

Defense: 5+

Carbine 18" A2, CCW A2, Ultra Claw A2 AP2, HMG 36" A3, AP1

Furious: +1 attack when charging



## 20 Shoota Mob (385)

Move 6

Quality: 4+ (5+ shooting)

Defense: 5+

Carbine 18" A2, CCW A2, Ultra Claw A2 AP2, HMG 36" A3, AP1

Furious: +1 attack when charging



## 20 Shoota Mob (385)

Move 6

Quality: 4+ (5+ shooting)

Defense: 5+

Carbine 18" A2, CCW A2, Ultra Claw A2 AP2, HMG 36" A3, AP1

Furious: +1 attack when charging



## 10 Kommando Orks (280)

Move 6 (Ignore Terrain)

Quality: 4+ (5+ shooting)

Defense: 5+

Pistol 12" A1, CCW A2, Ultra Claw A2 AP2, Rocket Launcher 24" AP3 Deadly 3, Flamethrower 12" A6

Furious: +1 attack when charging

Scout: Free move ignoring terrain at the start of the game.

Stealth: -1 to hit from shooting.



## 10 Specialist Orks (265)

Move 6

Quality: 4+ (5+ shooting)

Defense: 5+

Railguns: 48" A2 AP2, CCW A2

Furious: +1 attack when charging

Relentless: Each 6 to hit adds a shot



## 10 Specialist Orks (265)

Move 6

Quality: 4+ (5+ shooting)

Defense: 5+

Railguns: 48" A2 AP2, CCW A2

Furious: +1 attack when charging

Relentless: Each 6 to hit adds a shot



## 10 Specialist Orks (205)

Move 6

Quality: 4+ (5+ shooting)

Defense: 5+

Flamethrowers 12" A6, CCW A2

Furious: +1 attack when charging

Relentless: Each 6 to hit adds a shot



## 10 Jetpack Orks (275)

Move 6, Flying

Quality: 4+ (5+ shooting)

Defense: 5+

Pistols 12" A1, CCW A2, Ultra Claw A2 AP2

Furious: +1 attack when charging

Ambush: Deploy outside 9" of an enemy.



## 10 Jetpack Orks (275)

Move 6, Flying

Quality: 4+ (5+ shooting)

Defense: 5+

Pistols 12" A1, CCW A2, Ultra Claw A2 AP2

Furious: +1 attack when charging

Ambush: Deploy outside 9" of an enemy.



## Battle Beast (440)

Move 9

Quality: 4+ (5+ shooting)

Defense: 2+

2 HMGs 36" A3 AP1, Impact 9, 15 if carrying a unit

Transport 22

Tough 18

