

GHAZGKHULL MAG URUK THRAKA'S WAR HORDE

| FORMATION | CORE UNITS | NORMAL | BIG | UGE | EXTRAS | |
|-------------------|---|--------|-----|-----|---|-----------|
| Warband | Two Nobz units, six Boyz units and two Grotz units | 200 | 350 | 500 | Any number of Boyz (each with optional Grotz), Stormboyz, Kommandos, Buggies/Wartraks, Warbikes, Skorchas, Big Gunz, Killa Kans | +25 each |
| | | | | | Any number of Battlewagonz, Deth Koptas, Dreadnoughts, Flakwagonz, Gunwagonz | +35 each |
| | | | | | Up to two Nobz | +35 each |
| | | | | | Up to one Oddboyz character | +50 each |
| | | | | | Any number of Stompas | +75 each |
| | | | | | Any number of Battlefortress | +115 each |
| | | | | | Any number of Gunfortress | +125 each |
| Blood Axe Horde | Any six units chosen from the following: Stormboyz, Kommandos | 150 | - | - | Any number of Stormboyz, Kommandos, Buggies/Wartraks, Warbikes, Skorchas | +25 each |
| | | | | | Any number of Deth Koptas | +35 each |
| Kult of Speed | Any eight chosen from the following: Buggies/Wartraks, Warbikes, Skorchas | 200 | 350 | 500 | Any number of Buggies/Wartraks, Warbikes, Skorchas | +25 each |
| | | | | | Any number of Deth Koptas, Flakwagonz, Gunwagonz | +35 each |
| | | | | | Up to one Oddboyz character | +50 each |
| Blitz Brigade | Any four chosen from the following: Gunwagonz, Deth Koptas, Flakwagonz | 150 | 250 | 350 | Any number of Buggies/Wartraks, Warbikes, Skorchas | +25 each |
| | | | | | Any number of Deth Koptas, Flakwagonz, Gunwagonz | +35 each |
| | | | | | Up to one Oddboyz character | +50 each |
| | | | | | Any number of Gunfortress | +125 each |
| Mekboyz Stompamob | Three Stompas | 225 | - | - | Any number of Killa Kans | +25 each |
| | | | | | Any number of Dreadnoughts, Flakwagonz | +35 each |
| | | | | | Any number of Stompas | +75 each |
| | | | | | Up to one Supa-Stompa | +250 |
| Mekboyz Gunzmob | Five Big Gunz units | 125 | 225 | 325 | Any number of Big Gunz | +25 each |
| | | | | | Any number of Battlewagonz, Flakwagonz | +35 each |
| | | | | | Up to one Nobz | +35 each |
| | | | | | Up to one Oddboyz character | +50 each |
| Fighta Sqwadron | Three Fighta-Bommers | 150 | - | - | Up to six Fighta-Bommers | +50 each |
| Landa | One Landa | 200 | - | - | - | |
| Gargant | One Gargant | 650 | - | - | - | |
| Great Gargant | One Great Gargant | 850 | - | - | - | |
| 0-1 Kroozer | One Kill Kroozer | 100 | - | - | May be upgraded to a Battle Kroozer | +50 |

USING THE ARMY LIST

- Some Ork formations may be available as normal, big and uge formations for the costs indicated.
- A normal formation comes with the core units listed. A big formation comes with double the number of core units and an uge formation with triple the number of core units.
- Formations may include any of the units listed under extras. Limits to the number of units are doubled for big formations and tripled for uge formations. For example a big Blitz Brigade may include two Oddboyz and an uge Blitz Brigade may include three Oddboyz.
- A maximum of up to a third of the points available to the army may be spent on Gargants and Aircraft.

CODEX ORKS – GHAZGKHULL MAG URUK THRAKA'S WAR HORDE

| Name | Type | Speed | Armour | Strategy Rating: 3 | | | Initiative: 3+ | | Notes |
|------------------------|------|-------|--------|--------------------|----|--|--------------------------------|--|---|
| | | | | C | F | Weapons | Range | Firepower | |
| Ork Warlord | Ch | na | na | na | na | Massive Choppas | Base Contact | Assault Wpn, MW, +1A | Supreme Commander |
| Ork Oddboyz | Ch | na | na | na | na | Supa-Zzap Gun <u>or</u> Soopagun | 60cm 60cm | MW3+, TK (D3) 2BP, MW | May be added to Gunwagon, Gunfortress or Big Gunz unit. Upgrades Big Gun to Supa-Zzap Gun or Soopagun. Or add to a Gunfortress or Battlefortress for D3+1 powerfields. |
| Ork Nobz | Inf | 15cm | 4+ | 3+ | 5+ | Shootas 2 × Big Shootas Big Choppas | (15cm) 30cm Base Contact | Small Arms AP6+/AT6+ Assault Wpn, +1A | Leader |
| Ork Boyz | Inf | 15cm | 6+ | 4+ | 6+ | Shootas Big Shootas Choppas | (15cm) 30cm Base Contact | Small Arms AP6+/AT6+ Assault Wpn | |
| Grotz | Inf | 15cm | - | 6+ | 6+ | Shootas | (15cm) | Small Arms | No blast markers for Grotz units that are killed; don't count Grotz units that are lost in assault. |
| Ork Stormboyz | Inf | 30cm | 6+ | 4+ | 6+ | Shootas Choppas | (15cm) Base Contact | Small Arms Assault Wpn | Jump Packs, Scouts |
| Ork Kommandos | Inf | 15cm | 6+ | 4+ | 6+ | Shootas Big Shootas Choppas | (15cm) 30cm Base Contact | Small Arms AP6+/AT6+ Assault Wpn | Infiltrators, Scouts |
| Ork Big Gunz | Inf | 10cm | - | 6+ | 5+ | Big Gun | 45cm | AP5+/AT5+ | |
| Ork Warbikes | Inf | 35cm | 5+ | 4+ | 6+ | Twin Sawn-off Big Shootas | 15cm | AP5+/AT5+ | Mounted |
| Ork Buggies / Wartraks | LV | 35cm | 5+ | 5+ | 5+ | Twin Big Shootas | 30cm | AP5+/AT6+ | |
| Ork Skorcha | LV | 35cm | 5+ | 6+ | 4+ | Skorcha | 15cm | AP4+, Ignore Cover | |
| Ork Deth Kopta | LV | 35cm | 4+ | 6 | 5+ | Twin Big Shootas | 30cm | AP5+/AT6+ | Skimmer |
| Ork Battlewagonz | AV | 30cm | 5+ | 6+ | 5+ | 2 × Twin Big Shootas | 30cm | AP5+/AT6+ | Transport (up to two: Boyz, Kommandos, Nobz. One unit transported may be a Big Gunz. May carry one Grotz in addition to any other units). |
| Ork Gunwagonz | AV | 30cm | 5+ | 5+ | 5+ | Heavy Gun | 45cm | AP5+/AT5+ | Transport (one: Boyz, Kommandos, Nobz, Big Gunz). |
| Ork Flakwagonz | AV | 30cm | 5+ | 5+ | 5+ | 2 × Flak Gun | 30cm | AP6+/AT6+/AA6+ | Transport (one: Boyz, Kommandos, Nobz, Big Gunz). |
| Ork Killa Kan | AV | 15cm | 5+ | 5+ | 6+ | Big Shootas Kombat Klaws | 30cm Base Contact | AP6+/AT6+ Assault Wpn, MW, +1A | Walker |
| Ork Dreadnought | AV | 15cm | 4+ | 4+ | 5+ | 2 × Big Shootas Kombat Klaws | 30cm Base Contact | AP6+/AT6+ Assault Wpn, MW, +1A | Walker |
| Ork Stompa | AV | 15cm | 4+ | 4+ | 4+ | 2-3 Big Gun 0-1 Kombat 'Ammer <u>and</u> | 45cm 30cm Base Contact | AP5+/AT5+ AP5+/AT6+ Assault Wpn, MW, +1A | Reinforced Armour, Walker. May be armed with 3 Big Gun or 2 Big Gun and 1 Kombat 'Ammer. |
| Ork Battlefortress | WE | 30cm | 4+ | 4+ | 4+ | 4 × Twin Big Shootas Big Gun | 30cm 45cm | AP5+/AT6+ AP5+/AT5+ | Transport (up to eight: Boyz, Kommandos, Nobz. One unit transported may be a Big Gunz. May carry four Grotz in addition to any other units). Dam Cap: 3, Crit: Destroyed, flips D6cm in random direction hitting anything it lands on. |
| Ork Gunfortress | WE | 30cm | 4+ | 4+ | 4+ | 5 × Twin Big Shootas 3 × Big Gun | 30cm 45cm | AP5+/AT6+ AP5+/AT5+ | Transport (up to four: Boyz, Kommandos, Nobz. One unit transported may be a Big Gunz. May carry four Grotz in addition to any other units). Dam Cap: 3, Crit: Destroyed, flips D6cm in random direction hitting anything it lands on. |

| Name | Type | Speed | Armour | C | F | Weapons | Range | Firepower | Notes |
|--------------------|---------|----------------|--------|----|----|---|--|---|---|
| Ork Fighta-Bommers | AC | Fighter-Bomber | 6+ | na | na | Heavy Shootas Tankbusta Rokkits | 15cm 30cm | AP5+/AA5+ AT4+ | |
| Ork Landa | AC - WE | Bomber | 5+ | 6+ | 4+ | Gun Turrets 2 x Tankbusta Rokkits | 15cm 30cm | D6+3 x AP5+/AA6+ AT4+, FF Arc | Reinforced Armour Transport (up to ten: Boyz, Kommandos, Stormboyz, Nobz, Warbikes, Buggies/Wartraks, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. Light vehicles and Dreadnoughts count as two units. May also carry four additional Grotz). Dam Cap: 3, Crit: Destroyed, all onboard destroyed. |
| Ork Kill Kroozer | SC | na | na | na | na | Orbital Bombardment | na | D6+1BP, MW | |
| Ork Battle Kroozer | SC | na | na | na | na | Orbital Bombardment | na | D6+3BP, MW | Transport (up to twelve Ork Landas plus troops). Slow and Steady - may not be used on the first or second turn. |
| Ork Supa-Stompa | WE | 15cm | 4+ | 4+ | 4+ | Gaze of Mork 2-3 Soopagun 0-1 Mega-choppa <u>and</u> | 30cm 60cm 45cm Base Contact | MW4+, TK (1) 2BP, MW, FF Arc AP5+/AT5+, FF Arc Assault Wpn, TK(D3), +1A | Fearless, Reinforced Armour, Walker May have 3 Soopagun or 2 Soopagun and 1 Mega-choppa. Dam Cap: 4, Powerfields: D3, Crit: Head blown off. Suffers -1 on to hit rolls. Further criticals cause extra point of damage. |
| Ork Gargant | WE | 15cm | 4+ | 3+ | 3+ | Gaze of Mork 2-3 Soopagun 0-1 Supa-Zzap gun 0-1 Mega-choppa <u>and</u> | 30cm 60cm 60cm 45cm Base Contact | MW4+, TK (1) 2BP, MW, FF Arc MW3+, TK(D3), FF Arc AP5+/AT5+, FF Arc Assault Wpn, TK(D3), +1A | Fearless, Reinforced Armour, Walker May have 3 Soopagun or 2 Soopagun and either 1 Supa-Zzap or 1 Mega-choppa. Dam Cap: 8, Powerfields: D3+3, Crit: Fire. Roll D6 for each fire. On a 1 a second fire starts. On a 5+ the fire is put out. Any fire not put out causes one point of damage. |
| Ork Great Gargant | WE | 15cm | 4+ | 3+ | 3+ | Gaze of Mork 2 x Big Gun Soopagun 1-2 Twin Soopaguns 0-1 Lifta-Droppa <u>and</u> | 30cm 45cm 60cm 60cm 60cm Base Contact | MW4+, TK (1) AP5+/AT5+ 2BP, MW, FF Arc 3BP, MW, FF Arc MW3+, TK(D3), FF Arc Assault Wpn, TK(D3), +1A | Fearless, Reinforced Armour, Walker May have 2 Twin Soopaguns or 1 Twin Soopaguns and 1 Lifta-Droppa. Dam Cap: 12, Powerfields: D6+6, Crit: Fire. Roll D6 for each fire. On a 1 a second fire starts. On a 5+ the fire is put out. Any fire not put out causes one point of damage. |

Ghazkhull Mag Uruk Thraka's War Horde Special Rules

- Mob Rule** Orks believe that as long as there are a bunch of them still fighting together (slightly more than they can count up to is ideal!) then there's always a chance that they'll prevail, no matter the odds. To represent this, Ork formations with more than five units, not including Grotz or Big Gunz units, receive a +1 modifier to any rally rolls they make, and formations with more than ten such units receive a +2 modifier. For the purposes of this rule, war engines count each point of starting damage capacity as a unit.
- Power of the Waaagh!** Orks are not noted for their organizational abilities, and thus usually have a pretty low initiative rating. However, if there is one thing that will galvanize an Ork warband, it's the thought of a good punchup! Because of this, Ork formations that are attempting to take an engage or double action receive a +2 modifier to their action test roll. Ork flyboyz similarly relish the chance to shoot things up, and receive a +2 modifier to their action test roll when attempting to carry out interception or ground attack actions.
- Ork Warlord** Every Ork army must include a supreme commander character called a Warlord. The Warlord character is free; you don't have to pay any points for it. If the army includes any Great Gargants, then the Warlord must be placed in one of them. If there are no Great Gargants in the army then the Warlord will join a Nob unit or a Gargant. If there are no Great Gargants, Gargants or Nobz units in the army then the Warlord may be added to any unit.
- Powerfields** Some Ork vehicles and war engines are protected by banks of power fields. The number each vehicle or war engine has is noted on its datasheet. Each powerfield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by powerfields, or allocate blast markers. Once all of the powerfields have been knocked down, the Ork vehicle or war engine may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore powerfields but units using their firefight values must first knock down any powerfields before they can damage the Ork vehicle or war engine.

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