

GHAZGKHULL MAG URUK THRAKKA'S WAR HORDE

TYPE	CORE UNITS	POINTS COST				EXTRAS
		NORMAL	BIG	UGE		
Warband	Two Nobz and six boyz and two grots	200	350	500		Any number of the following for +25 points each: Boyz (+an optional free Grot per boy unit), Stormboyz, Kommandos, Buggies, Warbikes, Skorchas, Big Gunz, Killa Kans Any number of the following for +35 points each: Battlewagons, Deth Koptas, Dreadnoughts, Flakwagons, Gunwagons Up to two Nobz for +35 points each Up to one Oddboy for +50pts Any number of Stompas for +75pts each Any number of Battlefortress for +115pts each Any number of Gunfortress for +125pts each
Bloodaxe Warhorde	Any six of the following units: Stormboyz, Kommandos	150	n/a	n/a		Any number of the following for +25 points each: Stormboyz, Kommandos, Buggies, Warbikes, Skorchas Any number of Deth Koptas for +35pts each
Kult of Speed	Any eight of the following units: Buggies, Warbikes, Skorchas	200	350	500		Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Battlewagons, Deth Koptas, Flakwagons, Gunwagons Up to one Oddboy for +50pts
Blitz Brigade	Any four of the following units: Gunwagons, Deth Koptas, Flakwagons	150	250	350		Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Deth Koptas, Flakwagons, Gunwagons Up to one Oddboy for +50pts Any number of Gunfortress for +125pts each
Mekboy Stompamob	Three Stompas	225	n/a	n/a		Any number of Killa Kans for +25 point each Any number of the following for +35 points each: Dreadnoughts, Flakwagons Any number of Stompas for +75pts each Up to one Supa-Stompa for +250 points
Mekboy Gunzmob	Five Big Gunz	125	225	325		Any number of Big Gunz for +25 points each Any number of the following for +35 points each: Battlewagons, Flakwagons Up to one Nobz for +35pts Up to one Oddboy for +50pts
Fighta Sqwadron	Three Fighta-Bommers	150	n/a	n/a		Up to six Fighta-Bommers for +50 points each
Landa	One Landa	200	n/a	n/a		None
0-1 Kill Kroozer	One Kill Kroozer	200	n/a	n/a		May be upgraded to Ork Battlekroozer for +100pts
Gargant	One Gargant	650	n/a	n/a		None
Great Gargant	One Great Gargant	850	n/a	n/a		None

ORKS - Ghazghull Ork Mob

Strategy Rating 3

Initiative 3+ (+2 for Double, Engage, Ground Attack and Intercept orders)

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Battlefortress	WE	30cm	4+	4+	4+	4 x Twin Big Shootas Big gun	30cm 45cm	AP5+/AT6+ AP5+/AT5+	DC3 - Crit - Flips D6cm in a random direction, hitting anything it lands on. Units onboard save on a 6+
BattleKroozer	Spacecraft	na	na	na	na	Orbital Bombardment	na	D6+3BP, MW	Slow and Steady
Battlewagonz	AV	30cm	5+	6+	5+	2 x Twin Big Shootas	30cm	AP5+/AT6+	
Big Gunz	Inf	10cm	na	6+	5+	Big Gun	45cm	AP5+/AT5+	
Boyz	Inf	15cm	6+	4+	6+	Shootas Choppas Big Shootas	15cm Base Contact 30cm	Small Arms Assault Wpns AP6+/AT6+	
Deth Kopta	LV	35cm	4+	6+	5+	Twin Big Shootas	30cm	AP5+/AT6+	Skimmer
Dreadnought	AV	15cm	4+	4+	5+	2 x Big Shootas Kombat Klaws	30cm Base Contact	AP6+/AT6+ Assault Wpn, MW EA+1	Walker
Flakwagonz	AV	30cm	5+	5+	5+	Flak gun	30cm	2 x AP6+/AT6+/AA6+	
Grotz	Inf	15cm	na	6+	6+	Shootas	15cm	Small Arms	Grotz do not generate BM and don't count as casualties if lost in an assault
Gunfortress	WE	30cm	4+	4+	4+	5 x Twin Big Shootas 3 x Big gun	30cm 45cm	AP5+/AT6+ AP5+/AT5+	DC3 - Crit - Flips D6cm in a random direction, hitting anything it lands on. Units onboard save on a 6+
Gunwagonz	AV	30cm	5+	5+	5+	Big gun	45cm	AP5+/AT5+	
Killa Kan	AV	15cm	5+	5+	6+	Big Shoota Kombat Klaws	30cm Base Contact	AP6+/AT6+ Assault Wpn, MW EA+1	Walker
Kill Koozer	Spacecraft	na	na	na	na	Orbital Bombardment	na	D6+1 BP, MW	
Kommandos	Inf	15cm	6+	4+	6+	Shootas Choppas Big Shootas	15cm Base Contact 30cm	Small Arms Assault Wpn AP6+/AT6+	Scouts, Infiltrators
Nobz	Inf	15cm	4+	3+	5+	Shootas 2 x Big Shootas Big Choppas	15cm 30cm Base Contact	Small Arms AP6+/AT6+ Assault Wpn, EA + 1	Leader
Oddboyz (Big Mek or Slaver)	CH	na	na	na	na	Supa-Zzap-Gun OR Soopagun OR Powerfield Generator	60cm 60cm na	MW3+ TK(D3) 2BP MW D3 Powerfields, fortress only	Big Mek - Gunwagon or Gunfortress Upgrade one Big Gunz with either Zzap or Soopa gun or replace one Big Gun on any Gun or Battle fortress for D3 powerfields Slaver - Upgrade one Big Gun to either a Zzap or Soopa gun
Skorcha	LV	35cm	5+	6+	4+	Skorcha	15cm	AP4+ Ignore Cover	
Stompa	AV	15cm	4+	4+	4+	2-3 x Big guns 0-1 Kombat 'Ammer	45cm 30cm Base Contact	AP5+/AT5+ AP5+/AT6+ and Assault Wpn, MW EA+1	Reinforced Armour, Walker Armed with either 2 Big guns and 1 Kombat 'Ammer or 3 Big guns, chosen during list design
Stormboyz	Inf	30cm	6+	4+	6+	Shootas Choppas	15cm Base Contact	Small Arms Assault Wpn	Jump packs, Scout
Supa Stompa	WE	15cm	4+	4+	4+	Gaze of Mork 2-3 x Soopaguns 0-1 x Mega-choppa	30cm 60cm 45cm Base Contact	MW4+ TK(1) 2BP, MW, FxF AP5+/AT5+ and Assault Wpn, MW TK(D3) EA+1	D3 Power fields, Reinforced armour, Fearless, Walker. May be armed with either 3 soopaguns or 2 soopaguns and 1 Mega-choppa chosen during list design. DC4 - Crit - 1st causes -1 to all hit rolls. Subsequent +1 damage
Warbikes	Inf	35cm	5+	4+	6+	Twin sawn off Big Shootas	15cm	AP5+/AT5+	Mounted
Warbuggies	LV	35cm	5+	5+	5+	Twin Big Shootas	30cm	AP5+/AT6+	
Warlord	CH	na	na	na	na	Big Choppas	Base Contact	Assault Wpn, MW EA+1	Supreme Commander

Fighta Bombers	AC	Fighter Bomber	6+	na	na	Heavy Shootas Tankbusta Rokkits	15cm 30cm	AP5+/AA5+ AT4+	
Landa	AC	Bomber	5+	6+	4+	Gun Turrets 2 x Tankbusta Rokkits	15cm 30cm	D6+3 x AP5+/AA6+ AT4+, FxF	Planetfall, Reinforced Armour DC3 - Crit - Destroyed.
Gargant	WE	15cm	4+	3+	3+	Gaze of Mork 2-3 x Soopaguns 0-1 x Supa-Zzap-Gun 0-1 x Mega-Choopa	30cm 60cm 60cm 45cm Base Contact	MW4+ TK(1) 2BP, MW, FxF MW3+ TK(D3), FxF AP5+/AT5+ FxF and Assault Wpn, MW TK(D3), EA+1	D3+3 Power Fields, Reinforced Armour, Fearless, Walker. May be armed with either 3 soopaguns, 2 soopaguns and 1 mega-choopa, 2 soopaguns and 1 supa-zzap-gun, chosen during list design DC8 - Crit - Gargant catches fire. See table
Great Gargant	WE	15cm	4+	3+	3+	Gaze of Mork 2 x Big Guns 1 x Soopaguns 1-2 x Twin Soopaguns 0-1 x Lifta-Droppa	30cm 45cm 60cm 60cm 60cm Base Contact	MW4+ TK(1) AP5+/AT5+ 2BP, MW, FxF 3BP, MW, FxF MW3+, FxF and Assault Wpn, EA +1	D6+6 Power Fields, Reinforced Armour, Fearless, Walker. May be armed with either 2 twin soopaguns, 1 twin soopagun and 1 lifta-droppa, chosen during list design DC12 - Crit - Gargant catches fire. See table

Ghazgkhull Ork Mob Special Rules

Mob Rule	Count the number of units in formation excluding Big Guns and Grotz. If this is more than 10 then the formation gain's +2 to rally. If more than 5 then the formation gains +1 to rally
Power of the Waaagh!	Ork formations gain +2 modifier to activation tests for double, engage, ground attack or intercept orders
Grotz	The removal of a grotz unit never generates a blast marker and they do not count as casualties if destroyed in an assault
Power Fields	Each power field negates one hit from shooting or Fire Fight. Power fields can not be regenerated
Ork Warlord	The army must include one warlord upgrade for free. If a great gargant is used then the warlord must join that formation. Otherwise the warlord may join any nobz unit of damage or gargant that the player chooses.

Gargant Fire Table

Roll D6 in the end phase for each fire.
1 - Extra fire starts.
2-4 - Fire continues to burn.
5-6 Fire is put out.
Any fires burning after all rolls cause one point

Transport Capacity	Battlewagonz 2 of the following Units - Boyz, Kommandos, Nobz, Warlord or 1 Big Gun. One Grot can be carried in addition
	Gunwagonz 1 of the following Units - Boyz, Kommandos, Grots, Nobz, Big Gun
	Flakwagonz 1 of the following Units - Boyz, Kommandos, Grots, Nobz, Big Gun
	Battlefortress 8 of the following units - Boyz, Kommandos, Nobz. One of the units transported may be a big gun. Four Grot units can be carried in addition
	Gunfortress 4 of the following units - Boyz, Kommandos, Nobz. One of the units transported may be a big gun. Four Grot units can be carried in addition
	Landa 10 of the following units - Boyz, Kommandos, Stormboyz, Nobz, Bikes, Buggies, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. LV's and Dreadnoughts take up two spaces per unit. Four Grot units can be carried in addition.