4 (4 sower		Gr	от	Boı	мм	LA	UNC	НА	•	
NAME	M	WS	BS	S	T	W	A	Ld	Sv	1
Grot Bomm Launcha	12"	3+	5+	4	5	6	4	6	4+	-
A Grot Bomm Launcha is a	single m	odel equ	iipped v	with a G	rot-guid	ed bom	m.			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES	
Grot-guided bomm	72"	Hea	vy 2D6		8	-3	D3	weap	on ca	on can only be fired once per battle. This an target units that are not visible to the firer.
ABILITIES	battlefie	eld. At tl	ne end c	of any of	your M	ovemen	t phases	, this mo	odel c	my's flank instead of placing it on the can race in to encircle the foe – set it up so that nemy models.
FACTION KEYWORDS	Ork,	CLAN	>					•		·
KEYWORDS	Vehic	le, Gr	от Во	мм La	UNCHA					

6 COWER			AT'	ГАС	ск F	IGH	ITA			DAMAGE Some of this model it suffers damage, a			ange a
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Attack Fighta	*	5+	*	6	6	10	*	6	4+	6-10+	20-50"	5+	3
An Attack Fighta is a si	ngle model e	quipped	with tw	o twin b	oig shoo	tas and s	small bo	nms.		3-5	20-30"	6+	D3
WEAPON	RANGE	ТҮР			S	AP	0	ABILI	TIES	1-2	20-25"	6+	1
Twin big shoota	36"	Ass	ault 6		5	0	1	-					\neg
Wing rokkits	24"	Ass	ault 1		8	-2	3	-					
WARGEAR OPTIONS	• This 1	nodel c	an replac	e its sm	all bom	ms with	wing ro	kkits.					
	how far straight the init its Mov	the mo t forwar ial pivot	del mov ds. Note . When cteristic	es), and that it o this mo	l then m cannot p del Adv	ontribut ove the pivot aga ances, in end of the	model in after icrease	its M an en mode	ovementemy under the services of the services	omm each turn as it fli t phase. After the mod it that it moved over a t unit, up to a maximu enemy unit suffers 1 m	el has move nd roll a D6 m of 5 dice.	d, select for each For each	
			ubtract 1 el in the			or attack	s that	roll a	D6 beforashes in	urn: If this model is re ore removing it from the ana fiery explosion and ortal wounds.	ne battlefield	l. On a	
					haraa	an only	be						- 1
	charged	d by uni		n FLY,	and can	only attated to can FI	ack or be						
FACTION KEYWORDS	charged attacke	d by uni	ts that ca Fight ph	n FLY,	and can	only att	ack or be	2					-

1 Tower			Fig	HTA	A-B	OM:	ME	2		DAMAGE Some of this mode it suffers damage, a			ange :
NAME	M	WS	BS	S	T	W	A	Ld	Sv	REMAINING W	M	BS	A
Fighta-Bommer	*	5+	*	6	6	12	*	6	4+	7-12+	20-50"	5+	3
A Fighta-Bommer is a si	ingle model e	eauippe	d with th	hree twi	n big sh	ootas aı	nd small	bomm	s.	4-6	20-30"	6+	D.
WEAPON	RANGE	ТУР			S	AP	D		ITIES	1-3	20-25"	6+	1
Grot-guided bomm	72"	Нег	ıvy 2D6		8	-3	D3	once visil	e per batt	only fire each of its G le. This weapon can ta firer. You can re-roll to on.	arget units tl	nat are no	ot
Twin big shoota	36"	Ass	ault 6		5	0	1	-					
Wing rokkits	24"	Ass	ault 1		8	-2	3	-					
WARGEAR OPTIONS	• This r	nodel ca	n take r	eplace i	ts small	bomms	with eit	her two	wing ro	kkits or two Grot-gui	ded bomms.		
ABILITIES	it on the how far straight the initi	the mo forward ial pivot e charac	p to 90° del mov ds. Note . When cteristic	(this do res), and that it o this mo	odel moves not coll then macannot pedel Adventil the	contribution the pivot aga ances, in	te to model iin after	can its M an e mod	drop a bo Movemen nemy un del in that	ns: A model equipped omm each turn as it fl t phase. After the mod it that it moved over a t unit, up to a maximu enemy unit suffers 1 r	ies over ener del has move and roll a D6 um of 5 dice.	ny units i ed, select for each For each	
	Hard to target tl				it rolls f		ks that	roll 6 it	a D6 befo crashes ir	urn: If this model is r ore removing it from to a a fiery explosion and ortal wounds.	the battlefiel	d. On a	
	charged	l by unit	ts that ca	an FLY,	charge, c and can units tha	only at	tack or b	oe					
FACTION KEYWORDS	Ork,	CLAN	>										
KEYWOROS	VEHIC	LE, FL	y, Figh	та-Во	MMER								J

DETHROLLA BATTLE FORTRESS DAMAGE Some of this model's characteristics change as it suffers damage, as shown below: BS WS REMAINING W WS NAME M BS A Ld Sv 14-24+ 12" 3+ 4+ **Dethrolla Battle Fortress** 8 8 24 8 4+ 6-13 10" 4+ 5+ A Dethrolla Battle Fortress is a single model equipped with a kannon, two zzap guns and 1-5 8" 5+ 6+ a Dethrolla.

WEAPON						
III.NI UII	RANGE	ТҮРЕ	S	AP	D	ABILITIES
Big shoota	36"	Assault 3	5	0	1	
Kannon	When at	tacking with this w	eapon, choo	se one	of the pr	ofiles below.
- Frag	36"	Heavy D6	4	0	1	-
- Shell	36"	Heavy 1	8	-2	D6	
Lobba	48"	Heavy D6	5	0	1	This weapon can target units that are not visible to the bearer.
Rokkit launcha	24"	Assault 1	8	-2	3	-
Skorcha	8"	Assault D6	5	-1	1	This weapon automatically hits its target.
Twin big shoota	36"	Assault 6	5	0	1	-
Zzap gun	36"	Heavy 1	2D6	-3	3	Before firing this weapon, roll to determine the Strength of the shot. If the result is 11+ do not make a wound roll – instead, if the attack hits it causes 3 mortal wounds. The bearer then suffers 1 mortal wound.
Dethrolla	Melee	Melee	+2	-3	D3	Add 3 to hit rolls for attacks made for this weapon.
			1	1/		24 64 64 3 111 1
WARGEAR OPTIONS	• This m • This m	odel must take two odel may take up to	items from five big sho	the follootas.	owing lis	n with any of the following: lobba, kannon, zzap gun. st: twin big shoota, skorcha, rokkit launcha.
ABILITIES	This m This m Mobile F Firing Pe line of sig also appl turn, can Grot Rig Explode	odel must take two odel may take up to fortress: This mode oints: Models embaght from any point y to its passengers; unot shoot (except vagers: At the end of stiff this model is resembled.)	items from of five big shotel ignores the arked on this on the vehic for example with Pistols) the turn, roaduced to 0	the follootas. e penalt s vehicle. Whe the pa if this the pa wounds	owing list ty for more can sho en they cassengers model is On a 6,	,
	• This m • This m Mobile F Firing Poline of signals of application, can Grot Rig Explode embarke This mod	odel must take two odel may take up to fortress: This mode oints: Models embaght from any point y to its passengers; anot shoot (except vagers: At the end of series if this model is red models disembar	items from of five big shotel ignores the arked on this on the vehicle for example with Pistols) the turn, roaduced to 0 k. On a 6 it	the follootas. e penales s vehicle. Whe the pa if this i bill a D6. wounds explode	owing list ty for more can sho en they cassengers model is On a 6, s, roll a Ess, and ess, and ess	oving and firing Heavy weapons. They measure range and draw do so, any restrictions or modifiers that apply to this model cannot shoot if this model has Fallen Back in the same within 1" of an enemy unit, and so on. This model regains one lost wound.
ABILITIES	• This m • This m Mobile F Firing Poline of signals of application, can Grot Rig Explode embarke This mod	odel must take two odel may take up to odel may take up to ortress: This models embaght from any point y to its passengers; anot shoot (except vagers: At the end of se. If this model is red models disembardlel can transport 20 two other models.	items from of five big shotel ignores the arked on this on the vehicle for example with Pistols) the turn, roaduced to 0 k. On a 6 it	the follootas. e penales s vehicle. Whe the pa if this i bill a D6. wounds explode	owing list ty for more can sho en they cassengers model is On a 6, s, roll a Ess, and ess, and ess	st: twin big shoota, skorcha, rokkit launcha. Doving and firing Heavy weapons. Dot in their Shooting phase. They measure range and draw do so, any restrictions or modifiers that apply to this model cannot shoot if this model has Fallen Back in the same within 1" of an enemy unit, and so on. This model regains one lost wound. Do before removing it from the battlefield and before any ach unit within 6" suffers D6 mortal wounds.

16			K	ILL	Kr	USI	IA			DAMAGE Some of this model's it suffers damage, as			ange
NAME	М	WS	BS	S	Ţ	W	A	Ld	Sv	REMAINING W	М	WS	B
Kill Krusha	*	*	*	8	8	24	8	7	4+	14-24+	12"	3+	4-
A Kill Krusha is a single	model equip	ped wit	h a Krus	sha kan	non and	l reinfor	ced ram.			6-13	10"	4+	5-
WEAPON	RANGE	TYP			S	AP	D	ABILI	TIES	1-5	8"	5+	6-
Big shoota	36"	Ass	ault 3		5	0	1	-					٦
Krusha kannon	When a	ittacking	g with th	is wear	on, cho	ose one	of the pr	ofiles be	elow.				
- Boom shell	60"	Hea	vy 2D6	Ī	8	-2	2	-					
- Tankhamma shell	60"	Hea	ivy 1		10	-3	D6			when inflicting damage the lowest result.	ge with thi	s weapon	
- Scrap kanister	18"	Hea	vy 3D6		5	-1	1	This	weapon	automatically hits its t	arget.		
- Blast burna	48"	Hea	vy 3D6		4	0	1			receive the benefit of c tacks made with this w		eir saving	
Rack of rokkits	24"	Ass	ault 2		8	-2	3	-					
Rokkit launcha	24"	Ass	ault 1		8	-2	3	-					
Skorcha	8"	Ass	ault D6		5	-1	1	This	weapon	automatically hits its t	arget.		
Twin big shoota	36"	Ass	ault 6		5	0	1	-					
WARGEAR OPTIONS	 This r big sh 		ay take	two iter	ms from	the follo	owing lis	t: big sh	oota, rad	ck of rokkits, rokkit lau	ncha, skoi	cha, twin	
ABILITIES	Reinforcharact makes a model i within mortal	rced Raneristic be a successfinishes 1" and rewounds		rase this the energe. In a move, on a 2-	oons. s model's d of a tu addition, select or that ur	s Strengt rn in wh each tin ne enem nit suffer	ch nich it me this y unit rs D3	in the meast on the mode passed if this shoot an error.	eir Shoo sure rang ne vehicl ifiers that engers; f s model at (excep nemy un	Models embarked on the ting phase, but only high and draw line of sigle. When they do so, and at apply to this model a for example, the passen has Fallen Back in the t with Pistols) if this mit, and so on.	t on a 6+. on t from an t from an ty restriction is a poly t gers cannot same turn odel is wit	They y point ons or to its ot shoot , cannot hin 1" of	
TRANSPORT	D6 befo any em and eac	ore remo barked 1 h unit w	is model oving it f models o vithin 6"	rom the lisemba suffers	e battlef ark. On a D6 mor	eld and a 6 it exp tal wou	before blodes, nds.	this 1	model re	s: At the end of the turn egains one lost wound.			
TRANSPORT			transpo her mod		RK INFA	ANTRY I	nodels. E	each ME	GA ARM	OUR or JUMP PACK m	odel takes	up the	
FACTION KEYWORDS	Ork,	<clan< td=""><td>></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></clan<>	>										
KEYWORDS	Vehic	LE, TR	ANSPO	RT, Tı	TANIC,	KILL K	RUSHA						J

9 POWER		RAV	EN	ST	RIK	E F	IGH	TER	2	DAMAGE Some of this model it suffers damage, a			ınge as
NAME	M	WS	BS	S	ī	W	A	Ld	Sv	REMAINING W	M	BS	A
Raven Strike Fighter	*	6+	*	6	6	10	*	7	4+	6-10+	20-72"	3+	3
A Raven Strike Fighter is	a single mo	del eau	ipped w	ith a spl	lintersto	rm canı	non and	two darl	k lances.	3-5	20-48"	4+	D3
WEAPON	RANGE	ТҮР		iii u op	S	AP	0	ABILI		1-2	20-32"	5+	1
Dark lance	36"	Неа	avy 1		8	-4	D6			weapon's Type from H a Vehicle .	eavy to Assa	ult if it is	
Splinterstorm cannon	36"	Rap	oid Fire	6	*	0	1		ICLE or	wounds on a 4+, unle TITANIC unit, in whic			
ABILITIES	it on the how far straight	e spot u the mo forwar	p to 90° del mov ds. Note	(this do res), and that it o	odel movoes not color then meannot p	ontribu ove the ivot aga	te to model iin	charg attacl	ged by u ked in tl	nis model cannot char nits that can FLY , and he Fight phase by units	can only att s that can F I	ack or be	
	increase	e its Mo		cteristic	is model c by 20" e.					l: This model has a 5+ ed weapons.	invulnerable	e save	
					nit rolls f ng phase		ks that	roll a	n D6 befo rashes in	turn: If this model is re ore removing it from t in a fiery explosion and ortal wounds.	he battlefield	d. On a	
FACTION KEYWORDS	AELDA	ari, Di	RUKHA	RI, <k< td=""><td>ABAL></td><td>or <w< td=""><td>усн С</td><td>JLT></td><td></td><td></td><td></td><td></td><td></td></w<></td></k<>	ABAL>	or <w< td=""><td>усн С</td><td>JLT></td><td></td><td></td><td></td><td></td><td></td></w<>	усн С	JLT>					
KEYWORDS					IKE FIG								J

5 Sowet			Kna	RL	ос	Ric	ER	s	
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv
Knarloc Riders	7"	3+	4+	3	4	4	2	6	4+
This unit contains 3 Knarl and rides a Knarloc that at						l Knarlo	c Riders	(Power	Rating +5). Each model is armed with a kroot rifle
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	TIES
Rider									
Kroot rifle (shooting)	24"	Rap	id Fire	1	4	0	1	-	
Kroot rifle (melee)	Melee	Mel	ee		+1	0	1	-	
Knarloc									
Sharp beak and talons	Melee	Mel	ee		5	-1	1	attac	r a model riding a Knarloc makes its close combat ks, you can attack with its mount. Make 2 tional attacks, using this weapon profile.
ABILITIES	Loping	Stride:	When t	his uni	Advanc	es, add (6" to its	Move ch	aracteristic instead of rolling a D6.
	Thunde a charge				wound	rolls ma	ide for tl	ne Knarl	ocs' sharp beak and talons attacks if this unit made
FACTION KEYWORDS	T'au E	MPIRE	, Kro)T					
KEYWORDS	CAVAL	RY, KN	ARLO	RIDE	RS				

7			Gre	AT	' Kn	AR	LOC			
NAME	M	WS	BS	S	Ţ	W	A	Ld	Sv	
Great Knarloc	7"	3+	4+	7	6	9	4	6	4+	
A Great Knarloc is a sing	le model arn	ned wit	h a crusl	ning be	eak and r	azor tal	ons.			
WEAPON	RANGE	TYP	E		S	AP	D	ABILI	ries	
Kroot bolt thrower	36"	Ass	ault D6		6	-1	1	-		
Twin kroot gun	48"	Rap	id Fire 2		7	-1	D3	-		
Razor talons	Melee	Me	ee		User	-3	D3	-		
WARGEAR OPTIONS			ay eithei aggage h			ith a kr	root bolt	throwe	or twin kroot gun, or it can replace its crush	ing
ABILITIES	1" and r	oll a De	6. On a 4	+, that	unit suff	ers D3	mortal w	ounds.	s a pile-in move you can pick an enemy unit	
	00 0		a baggag			sinp cii	ai actei is	tic of K		1411008
FACTION KEYWORDS	T'au E	MPIRI	, Kroc	Т						
KEYWORDS	Mons	er, G	REAT K	NARI	LOC					

OMER				11/	-011	ORM				Some of this model's it suffers damage, as			٠٠٥
NAME	M	WS	BS	S	Ī	W	A	Ld	Sv	REMAINING W	M	BS	A
Firestorm	*	6+	*	6	7	12	*	8	3+	7-12+	16"	3+	3
A Firestorm is a single mo	odel equipp	ed with	a twin s	huriken	ı catapu	lt and Fii	restorm	scatter l	aser.	4-6 1-3	12" 8"	4+ 5+	D:
WEAPON	RANGE	TYPI			S	AP	D	ABILI	TIES	1-3	8	3+	1
Firestorm scatter laser	60"	Hea	vy 12		6	0	1	that o	can FLY.	olls made for this weap Subtract 1 from the hi ast all other targets.			
Shuriken cannon	24"	Assa	ault 3		6	0	1			u make a wound roll of olved with an AP of -3.		is weapon,	
Twin shuriken catapult	12"	Assa	ault 4		4	0	1			u make a wound roll of olved with an AP of -3.		is weapon,	
WARGEAR OPTIONS	- Crys	nodel m stal targe	ay take : eting ma	any of tl	vin shur he follov		ipult with	i a siiu	ircii cai	mon.			
WARGEAR OPTIONS ABILITIES	• This n - Crys - Spiri - Star - Vect	nodel m stal targe it stones engines ored en Tank: D	ay take a eting ma gines istances	any of the any of the arrival and rar	he follow	wing: always n	neasured	Spiri	t Stones	: Roll a D6 each time a wound; on a 6 that wo			-
	• This n - Crys - Spiri - Star - Vect Hover T to and f Explode D6 befo	nodel m stal targe it stones engines cored en Tank: D rom this es: If this ore remo- parked r	ay take a tring mangines istances a model' s model ving it finodels contacts.	and rand shull, e	nges are even tho acced to 0 e battlefurk. On a	wing:	neasured s a base. , roll a pefore lodes,	Spiri stone Star add 2 Move	t Stones es loses a Engines 2D6" to tement pl	: Roll a D6 each time a wound; on a 6 that wo : When a model with s hat model's Move char nase instead of D6".	ound is no tar engine acteristic	t lost. es Advances for that	
	• This n - Crys - Spiri - Star - Vect Hover T to and f Explode D6 before any emband each Crystal targetin	nodel m stal target it stones engines cored en Fank: De From this es: If this ore remo parked r h unit w Targeti g matring g a Hea	gines gines gines sistances s model ving it f nodels c rithin 6 s	and rar s hull, e is redu rom the lisemba suffers I rix: A m ot suffer	nges are even tho ceed to 0 e battlefiark. On a D3 mort model wir the per	always mugh it ha wounds ield and l a 6 it exp	neasured s a base. , roll a perfore lodes, ds. tal moving	Spiri stone Star add 2 Move Vector Adva rolls	t Stones es loses a Engines 2D6" to tement pl ored Enginces, yo	: Roll a D6 each time a wound; on a 6 that wo wound; on a 6 that wo would be with a model's Move char hase instead of D6". gines: If a model with wour opponent must subted weapons that target	ound is no tar engine acteristic : vectored e tract 1 froi	t lost. es Advances for that ngines m all hit	
	• This n - Crys - Spiri - Star - Vect Hover To and f Explode D6 befor any eml and each Crystal targetin and firit the clos	nodel m stal target it stones engines cored en Fank: De from this es: If this ore remo- parked r h unit w Targeti g matriz- ng a Hea est enem- odel can	gines gines gines istances s model ving it f nodels c vithin 6 s ng Mati c does n avy weap ny unit. transpo	and rares hull, e is redu rom the lisemba suffers I rix: A mot sufferon afte	nges are even tho aced to 0 e battlefirk. On a D3 mort model wir the per movin	always mugh it had wounds ield and la of it explail wound ith a crys nalty for ng when the LORD or	neasured s a base. , roll a perfore lodes, ds. tal moving targeting	Spiri stone Star add 2 Move Vecte Adva rolls Move	t Stones as loses a Engines 2D6" to t ement pl ored Engines, yo for range ement pl	: Roll a D6 each time a wound; on a 6 that wo wound; on a 6 that wo would be with a model's Move char hase instead of D6". gines: If a model with wour opponent must subted weapons that target	tar engine facteristic sectored e vectored e tract 1 from it until you	es Advances for that ngines m all hit our next	